WIN A SNES & DKC3!

2 DR

# Nintendo®

Daniel. J

## MAGAZINE SYSTEM

ISSUE #46

JANUARY '97

# 97

# THE YEAR OF THE 64

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One man's meat is another man's poison, you know.
Your guide to what's inside...

# In with the new

Well, the waiting's nearly over! The agonising can cease! The future's almost upon us!

After a year of stops and starts, of hope and disappointment, the Nintendo 64 console will be in your shops within the next two months (all being well, knock on wood, etc). Here at NMS, where we've been playing the thing for the last six months, the atmosphere remains electric. That's because we know that before long all the ooh-ing and aah-ing that we've done for the thing in the mag (which up until now you've just had to take our word for) will be swamped as you all discover for yourselves just how good it really is. It's also because we're all going to find out what all those Japanese instructions meant. But it's mostly because of all those great 64 titles that we're going to be playing and reviewing for you this year.

# Up front...

## One eye on the future

1997 is undoubtedly going to be a big year in the history of computer games, perhaps the biggest since the idea of game-playing rather then number-crunching was first put forward. The console game will be stretched beyond your wildest imaginings – the technology now exists to make the biggest, boldest, craziest, most action-packed products ever! In the coming issues of NMS we're going to be looking at what the future has in store for us, starting this month with an exclusive interview with Dave Dienstbier of Iguana, chief designer of what's going to be one of the top games of the nineties – Turok: Dinosaur Hunter. We continue our epic Mario 64 Playguide (don't, whatever you do, throw it away!), and Spider's Web counts the ways in which scientific discovery (in all its forms) will influence us in coming years. Plus all the usual news and information about the world of Nintendo. Just hang in there a little bit longer – things are about to explode!


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## THANKS ARE DUE TO:

**Dave Dienstbier at Iguana for all the gossip and all his help, Simon Farmer at Rare who keeps letting us have lovely pictures; Rachelle Connor, doing sterling work at Nintendo HQ; Gurus Simon & Justin; Dave Perry at T•HQ; Tim Anderson at Madman Entertainment for even more anime vids; and Liz King at Link Telecommunications for the Traka goodies.**


## COMPETITION
### TERMS AND CONDITIONS OF ENTRY

**Competitions in this magazine are promoted by Catalyst Publishing, Level 28, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 31st January. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decisions are final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. Each contest is a game of skill, not chance, and, as such all entries will be judged on merit.**

# DIXIE KONG'S DOUBLE TROUBLE

Daniel. J

Yippeee! 5 SNES Consoles and 10 copies of my ace new game up for grabs!

Last month Nintendo finally released the long awaited Donkey Kong Country 3 - Dixie's Double Trouble. We gave it a massive score of 96 when we reviewed it back in November so you'll want to get your paws on it as soon as you can. If Santa didn't come up trumps and you still can't live without a copy of the game then here's your chance to get one for absolutely nothing!

Those dead generous guys at Nintendo have let us have 10 copies of the game to give away and if you're one of the first five names pulled out of the banana skin after Friday 31st January 1997 you'll not just win a copy of the game but you'll also score a brand spanking new SNES console to play it on!

All you've got to do is tell us (on the form opposite) five members of the Kong family. Easy, eh?! Make sure you fill in all your name and address details too then post it off to us at the address shown.

**Name 5 of the Kong family:**

1. Donkey Kong
2. Diddy Kong
3. Dixie Kong
4. Kiddy Kong
5. Cranky Kong

**Name** Daniel Jones **Age** 12

**Address** 635A Underwood rd. Rochdale sth **Town/City** Logan

**State** QLD **Postcode** 4123

*Send to:*
*DKC3 Comp, NMS, PO Box 14225, Melbourne, MC Victoria, 8001.*

# NNN

## NINTENDO NEWS NETWORK

# HIT THE ROAD JACK!

**At last! All you frustrated gamers are about to get a taste of the future as Nintendo commence their N64 demonstration program, which will be out on the road by the time you read this. Game fans will be able to play the N64, talk to game demonstrators and get all the information you need on the system at venues all around the country, and these special previews will be showing up to and beyond the release date on March 1st. There are five mobile demonstration units, each with eight N64s showing on 68cm colour TVs. The units are based in Melbourne, Sydney, Perth, Brisbane and Adelaide, and will be showing at shopping malls and major events across the country. Each unit will be run by trained Nintendo gamers, who will be ready and willing to help out if you get stuck on Super Mario 64, PilotWings or Wave Race 64!**

Nintendo®

## MAKE A DATE

***The list below shows all the confirmed locations for the N64 demonstration program, but if more dates are added, call the Nintendo Helpline on 190 224 1001 for more info.***

### VICTORIA

| | |
|---|---|
| 16-24 Dec | Southland Westfield Shopping Centre |
| 27 Dec | Portsea Foreshore |
| 30 Dec-5 Jan | Highpoint Shopping Centre |
| 6-12 Jan | Doncaster Shopping Centre |
| 13-19 Jan | Corio Village Shopping Centre |
| 25 Jan | Big Day Out |
| 27 Jan-1 Feb | Epping Plaza Shopping Centre |

### NEW SOUTH WALES

| | |
|---|---|
| 27 Dec - 1 Jan | Australia's Wonderland |
| 6-11 Jan | Bankstown Square Shopping Centre |
| 13-19 Jan | Erina Fair Shopping Centre |
| 27 Jan | Big Day Out |

### SOUTH AUSTRALIA

| | |
|---|---|
| 30 Dec-5 Jan | Elizabeth Shopping Centre |
| 6-11 Jan | Southern Cross Shopping Centre |
| 13-18 Jan | Tea Tree Plus Shopping Centre |
| 20-25 Jan | Parabanks Shopping Centre |
| 31 Jan | Big Day Out |

### QUEENSLAND

| | |
|---|---|
| 16-21 Dec | Christy's Homebase Centre |
| 28 Dec-5 Jan | Pacific Fair Shopping Centre |
| 6-11 Jan | Carindale Shopping Centre |
| 13-18 Jan | Capalaba Park Shopping Centre |
| 19 Jan | Big Day Out |
| 20-25 Jan | Loganholme Shopping Centre |

### WESTERN AUSTRALIA

| | |
|---|---|
| 16-24 Dec | Mandurah Forum Shopping Centre |
| 26 Dec | Rockingham Foreshore |
| 27-28 Dec | Armadale Toyworld |
| 30 Dec-4 Jan | Garden City Shopping Centre |
| 6-11 Jan | Mirrabooka Square Shopping Centre |
| 12 Jan | Rockingham Foreshore |
| 13-18 Jan | Morley Galleria |
| 19 Jan | City of Perth Summerfest '97 |
| 20-25 Jan | Midland Gate Shopping Centre |
| 28 Jan-1 Feb | Stirling Central Shopping Centre |
| 2 Feb | Big Day Out |

# GAMES NEWS

## 64 BIT SUMO'S AHOY!

**No, we couldn't believe it either! You can stick your fireballs, harpoons and combos where the sun doesn't shine, as news has just leaked out that Nintendo are planning a Sumo wrestling game for the N64. Called 64 Oozuno, the game will feature some of the biggest, fattest, most humungous characters ever to feature in a fighting game. Apparently, you'll also be able to choose one of three play modes: Tournament, Regular Match or a Five-on-Five rumble, but as yet no screens have been released. The game is set for release in Japan next year and it's not certain whether 64 Oozuno will reach these shores, but we can all live in hope, can't we?**

## DUKE NUKEM COMES TO N64!

**More hot news this month as we found out that GT Interactive and Software Creations are teaming up to bring Duke Nukem 3D to the N64. The classic PC shooter, regarded in some circles as even better than Doom, will be featuring all new graphics, improved animation and control response and even multi-player Deathmatches. It looks set for release in Autumn this year, and with Doom 64 and Turok on the horizon, it looks like you'll have one hell of a fight on your hands!**

## RARE NEWS

**Blast Corps, Rare's highly anticipated N64 shoot 'em up, has had its release date put back due to NCL requesting changes in the game. Blast Corps won't be available in Japan until next month and American gamers will get a taste of the action sometime in the first quarter of this year. Rare are also remaining tight-lipped about the release of Goldeneye 007, but then anything to do with secret agents is bound to be confidential!**

## SILICON VALLEY

**DMA's Silicon Valley was announced by mistake at last year's E3 show in Los Angeles, but the programmers have been hard at work on this new N64 game which looks set for release in 1998, and from what we've heard, the truth is stranger than the fiction.**

**Players will play the part of a computer program that runs a space station, called Silicon Valley. The station was built by scientists on Earth, but you take up the story 100,000 years later when the station returns to our universe. The program is able to re-create the attributes of everything it sees. For example, if you spot anything with wheels or wings etc. you can learn to use them. The idea is to get to certain points in the environment by using the attributes of all the things around you. The space station can also create its own artificial environments like mountain ranges, steaming jungles and oceans. Even though no one is clear on the actual storyline, the game itself sounds really interesting, and once we get hold of some screenshots, you'll be the first to see them.**

# NEWS

## N64 – UP IN JAPAN

After some intitial problems with software for the N64, it looks like the industry's confidence in Nintendo's dream machine is picking up again. On the stock markets share prices in Nintendo have risen sharply just lately, mainly due to more software support, with Imagineer's King of Pro Baseball to be released in Japan by Christmas. Nintendo's own Mario Kart 64 is also due for release there mid December, and everyone's favourite games company has announced sales of 800,000 consoles in Japan, with a prediction of 1.3 million units shifted by this month. Things are definitely on the up!

## YOKO QUITS NINTENDO

Gumpei Yoko, the man responsible for the Virtual Boy, has quit Nintendo to set up his own company. The main reason for Yoko's departure was apparently the poor worldwide sales of the Virtual Boy, but word has it that he's set up his own research and development team, called Koto, and the new team are working on 6 brand new projects. Koto will not be producing games, but will licence their designs to third-party developers. We wish him well.

## SIX MILLION N64s BY SPRING?

More good news for the N64's sales prospects. Nintendo reckon that by Spring this year the worldwide sales for the N64 will hit 6 million world wide, hot on the heels of Sony PlayStation's 9 million consoles. It's all looking really promising for Nintendo at the moment, so who knows what the totals will be at the end of the year?

## TITUS TITLE

**At last! Titus have announced their plans of their first offering for the N64. The game will be a 3D car racing sim featuring some of the cars from their Lamborghini Challenge title. The multi-player game will feature some of the fastest cars around, like Porsche, Ferarri and Lamborghini in a real-time 3D environment. You'll also be able to decide on the weather conditions, track layout and pit stops. It sounds like Titus are on to another winner with this one, and the project should be complete this summer. More news as it breaks.**

# traka

**It's hard to keep in contact when you're out doing your own thing – but life's too short to let the best opportunities pass by. The latest craze for getting all the news is Traka – a paging device which lets your friends get in touch even if you're riding the waves, at the movies or stuck doing the shopping with Mum!**

**Traka** is a pager that receives numerical coded messages. It comes with its own code book to get you started. For instance, 415-313 is roughly translated as 'Meet me at McDonalds' and 312-366 means 'Party Saturday night'. The best thing about **Traka** is once you and your mates have worked out your own code you can send messages to each other in your own language, so Mum and Dad won't be able to tell the difference between a message about the new maths assignment or the new Brad Pitt film!

**Traka**'s also really easy to use. Each pager has its own telephone number, so your friends simply dial your **Traka** number, are welcomed by a voice message and enter a coded numeric message by using the keys on a touch-tone phone. As soon as they've hung up, the message will be sent straight to your pager, which can be attached to a belt or kept in your pocket. When a message is received, the pager can be set to beep or to silently vibrate.

**Traka** can receive messages up to 12 characters in length and can also be read in the dark (excellent for movies and concerts). It also features a back-lit display, an on-screen clock and message time stamping, along with a 16 message memory and an un-read message 'chirp'.

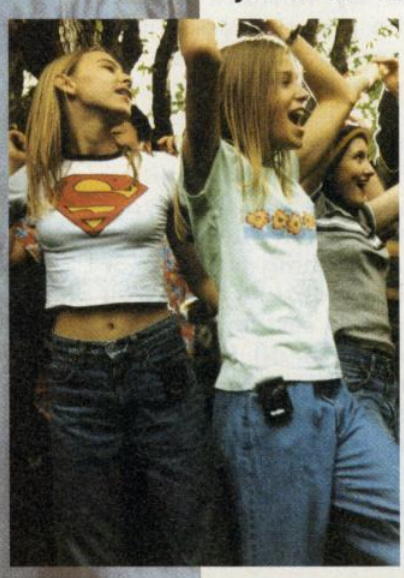
**Traka** is available from Dick Smith's, Myer-Grace and Toys 'Я' Us stores across the country. The **Traka** packs cost $124.95 and include a 12 month unlimited pager subscription of $50 and a one-off connection fee of $25. This means that your friends can contact you all the time for the same price as a CD-ROM, or a pair of this season's sunglasses. **Traka** comes with two laminated code books and ten personal business cards with instructions for your friends. You can also buy accessories for your **Traka** including pouches and bungee cords.

## Disaster!

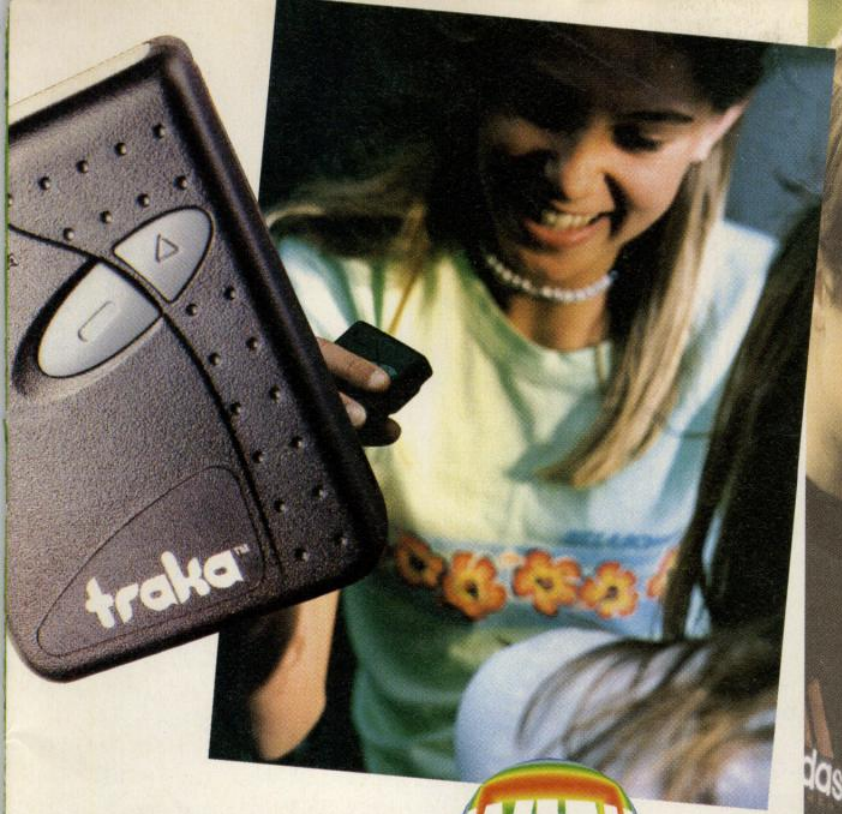
**You're stuck with the olds at a family do at your grandparents' place, waiting for a chance to escape. Some friends try to call you at home to let you know they've managed to score a lift to the beach and the surf's fantastic. What do you do???**

## Disaster!

**Presidents of the USA are playing a one-off concert. It's a total sell-out and you've been trying to get your hands on a ticket for weeks. On the morning of the concert (while you're out rollerblading), your friends call to offer you a ticket. They need to know whether you want it NOW. You're not home so they ring another friend and he snaps it up. What do you do???**



Link Telecommunications is one of Australia's largest privately owned telecommunications companies. It is the leading provider of complex call centre and mobile messaging services. It provides personalised communication products and services for government, business and individuals, ranging from a Link pager or mobile through to an Australia wide communications service, linking digital mobile phones and pagers with messaging, Internet, email, computers and faxes.



WIN

**Link Telecommunications have given us 8 Traka packages to give away that include a Traka, 12 months pager subscription and the connection fee. (After a year you'll be contacted with the choice of renewing the service at a cost of around $50 for a further 12 months.) To stand the chance of being one of the lucky winners, just read the article opposite then answer the three questions on this form. Fill in your name and address details too then stick the form in an envelope and get it off to us at the address shown by Friday 31st January.**

**What code would you use to tell your mate to meet you at McDonald's?**

_____

**How many characters can you include in a Traka code?**

_____

**How many messages can a Traka hold in memory?**

_____

**Name** _____

**Address** _____

**Town/City** _____

**State** _____

**Postcode** _____ **Age** ____

**Phone** _____

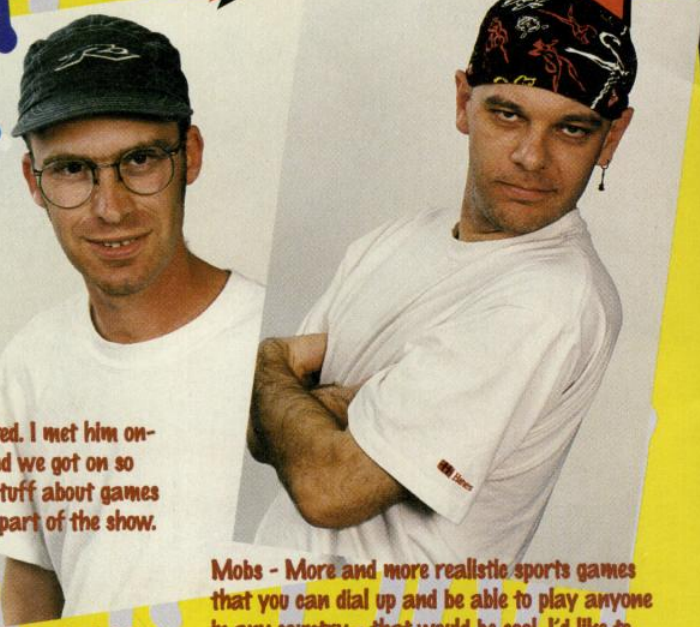
## Disaster!

**Brad Pitt, Uma Thurman and Arnold Schwarzenegger are in town at the same time for the premieres of their latest movies. Your best mate spots them all in a cafe having lunch together and needs to get you there URGENTLY with your camera, but your Mum's dragged you out for a shopping trip. What do you do???**

**Send to:**
**TRAKA COMP, NMS,**
**PO Box 14225, Melbourne,**
**MC Victoria 8001.**

# What's Up?!

## Byte the bullet



Byte This presenters Andrew Quested and Peter Mobs

**Those of you with ears will probably have already made contact with Byte This, the radio show that takes a deep look at what's happening with computers and consoles. NMS's Rum Charles went along to meet presenters Andrew Quested and Peter Mobs to find out what it's all about and where they got their headgear!**

**NMS - Hi guys, how's it going?**

**Mobs - Cool, Rum. Good to see you again.**

**NMS - Mobs, how long has Byte This been going to air on the Triple M Network?**

**Mobs - Oh, let me think! About a year now - we started in December 1995.**

**NMS - Who's idea was it to do a radio show about video games and new technologies in general?**

**Mobs - Well, it was mine! I'd been doing a show on Wednesday nights which included a bit about games on computers and on dedicated consoles, and it was so popular that I pitched the idea for Byte This to Triple M and they loved it once we...**

**NMS - Hang on, who's 'we'?**

**Mobs - Me and Andrew Quested. I met him on-line. We emailed each other and we got on so well, and he really knows his stuff about games on all platforms so he became part of the show.**

**NMS - Cool way to meet.**

**Mobs - Yeah, it was. Anyway, once Triple M gave us the green light it was a matter of weeks before we were on air. It happened so fast I could hardly believe it myself!**

**NMS - What's your favourite video games platform at the moment?**

**Mobs - I'll play anything, but I've seen the Nintendo 64 and like everyone whose played Wave Race or PilotWings I'm just hanging out to get my very own N64. I think it's amazing - the graphics are even better than the arcade games.**

**NMS - Where do you see video games heading in the future?**

**Mobs - More and more realistic sports games that you can dial up and be able to play anyone in any country - that would be cool. I'd like to be in an international league that had its own teams from all different countries - I can't wait! I think that type of thing will start to happen really soon. The technology is there - people just have to get used to the idea of using their PCs or N64s to the maximum potential.**

**NMS - Do you think that computers are going to kill the dedicated video game system?**

**Mobs - No way! The dedicated game machine has got so much more processing power than computers. Basically, dedicated systems are faster and have far superior graphics. Computers are good for some things, though.**

**NMS - Like what?**

**Mobs - Well, like email, or Web sites. In fact, we have our own Web site. The address is www.bytethis.net. You should check it out sometime. It's got heaps of really cool things on it. You can also email us and let us know what you think of the show.**

**NMS - Talking about the show, when does it go to air?**

**Mobs - It's a national show so some times will be different, but for most people the show goes to air between 10pm and midnight on Sunday evenings.**

**NMS - Thanks for talking with us, Mobs. We'll listen to you on Sunday.**

**Catch 'em on air or check out the Web site. Don't forget to wear your funky bandana though!**

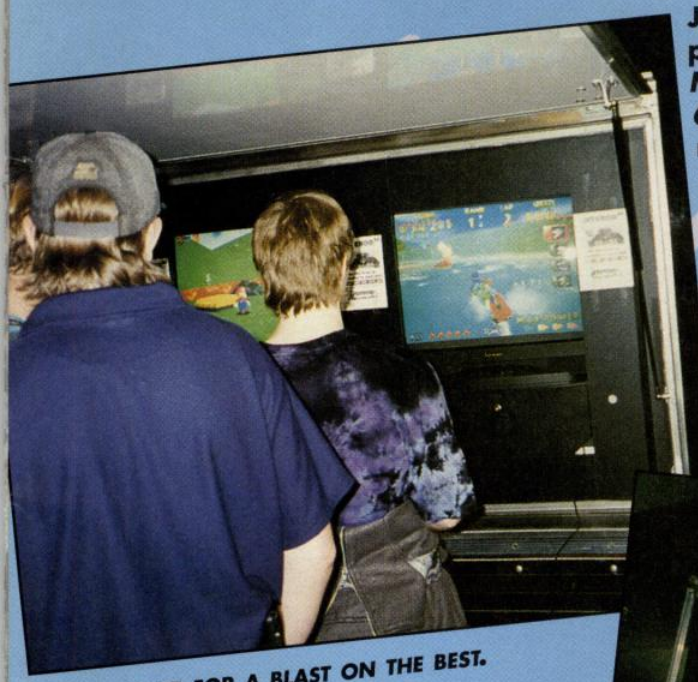
## GAME EXCHANGE

*Wouldn't it be great to get a new game for no money? Well, now you can with the help of the brand new Game Exchange! This has been set up to help all you gamers out there get the games you want, without paying a damn thing for them! All you have to do is ring the number below, and you'll be given a special ID number and access to your own voice-mail box. This'll make sure your game is placed in the Game Exchange. Once you've got your number, you can surf the Exchange and hear about all the other games to be swapped on the system of your choice. Once you've found one that interests you, just leave a message which will be recorded in the box of whoever wants to make the swap. Then they'll be able to contact you and arrange to exchange games. Easy really! The calls cost 75¢ per minute, and make sure you get permission from whoever pays the phone bill before you call!*

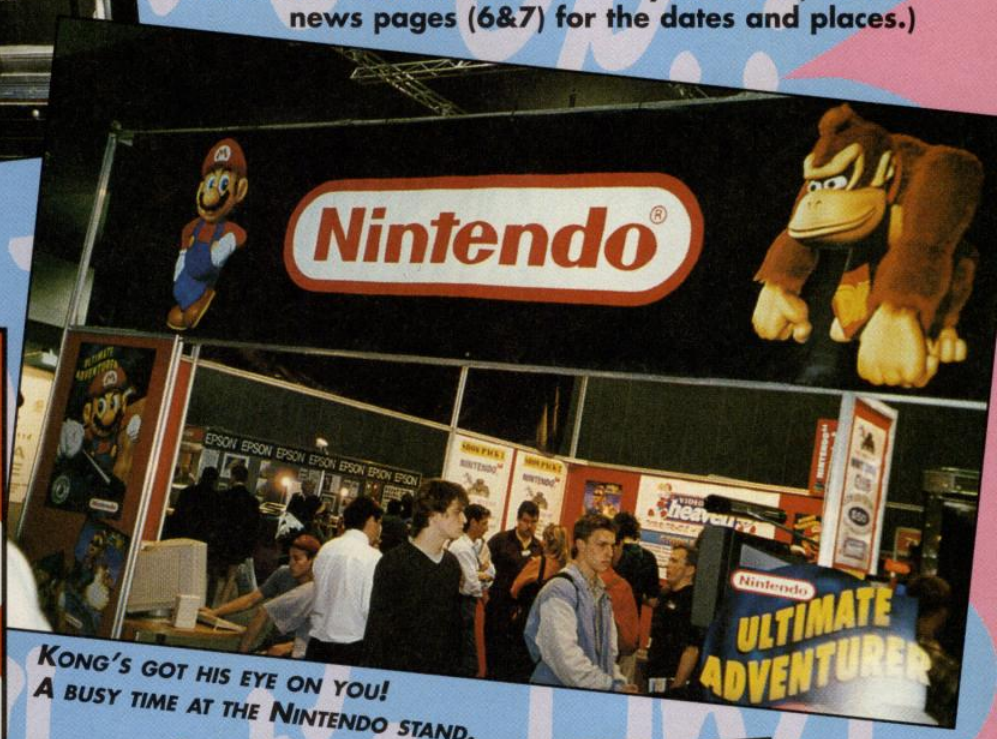
**1902 94 1180**

# SHOWING OFF!

Just as we go to press on this issue we've rushed these piccies back from the Home Computer Show held at Melbourne Exhibition Centre. This was the Nintendo 64's first real outing and the first opportunity for the massed ranks of Melbourne's lucky games players to get their hands on the real thing. Anybody who's anybody was there, including NMS of course, and we had a good taste of reactions to the N64 from first-time players who've been frustrated for too long. Don't worry if you missed out, Nintendo have built five customised trailers to travel the country showing off the black monster so that everyone can get their chance for a close encounter of the Nth kind. Keep your eyes open for the Nintendo Demonstration Unit in a town near you soon. (See the news pages (6&7) for the dates and places.)



QUEUING UP FOR A BLAST ON THE BEST. WORTH THE WAIT THOUGH!




KONG'S GOT HIS EYE ON YOU! A BUSY TIME AT THE NINTENDO STAND.

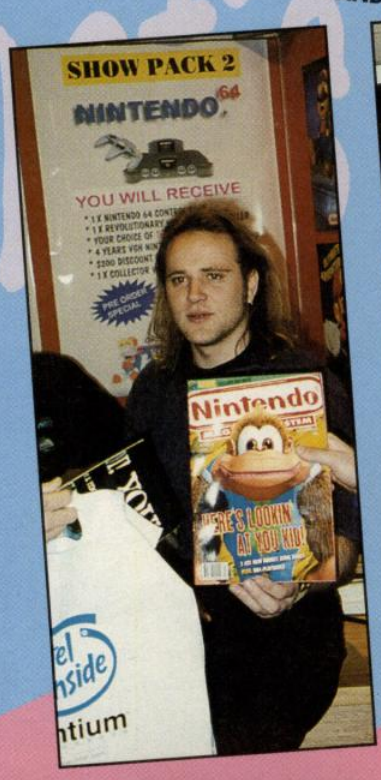
## KISS DATES!

This year sees the return of legendary American rockers KISS. There's never been a group that sounds, or looks quite like them, and the up-coming Australian leg of their world tour looks like it's going to be massive! Fans will be able to see all the original members of the band, complete with wacky make-up and the elaborate stage costumes that have become their trademark over the years. This current world tour has been a sell-out all over the globe, with four Madison Square Garden nights sold out in less than an hour in the USA! So, if you want to experience one of the most spectacular rock shows in history, here's a list of all the tour dates in Oz:

**FEBRUARY 1997**

| | | |
|---|---|---|
| Saturday | 1st | Auckland Supertop |
| Monday | 3rd | Brisbane Entertainment Centre |
| Wednesday | 5th | Sydney Entertainment Centre |
| Sunday | 9th | Burswood Dome, Perth |
| Tuesday | 11th | Memorial Drive, Adelaide |
| Thursday | 13th | Melbourne Park |

KISS



SEPARATED AT BIRTH? TOP GURU SIMON TAMBOURINE FIGHTS OFF LOVING FANS WHILE MARIO MAKES AN APPEARANCE WEARING THE LATEST IN OFF-THE-SHOULDER CAT SUITS.

# SPIDER's web

catalyst@popmail.dircon.co.uk

***Another new year already? I think I fell asleep in October because I'm sure I haven't had a full 12 months since the last one! Still, life goes on and to make sure I'm fully prepared for the year ahead I'm looking at web sites with a futuristic feel to them this month.***

If you want to know what the future holds, then the Web has to be one of the best places to look. Constantly billed as the 'future of global communication', it's not surprising that the Internet is packed full of sites covering all the latest developments in science and technology. Whether it's light-hearted sites about wacky science experiments you're after or the more serious side of technological advancement, you're bound to find exactly what you're looking for.

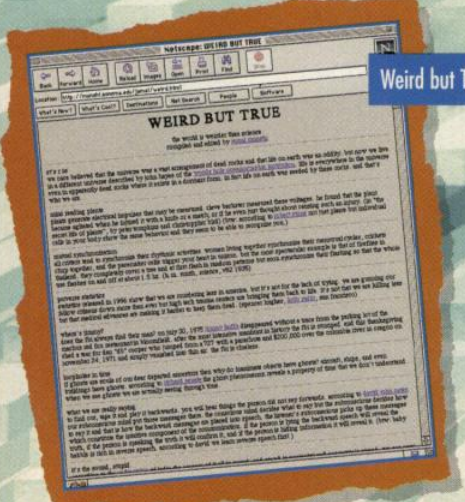
As well as all the traditional scientific features on the Net, you'll also come across heaps of more 'alternative' looks at the future. With plenty of virtual crystal balls and astrology sites to trawl through, there'll be no excuse for not being ready for whatever the world throws at you this year! There's even a heap of sites about the power of the mind. Most of these are run by people who firmly believe that telepathy, parapsychology and telekinesis are the way to go and that it's only a matter of time before we can all 'tap the power inside our minds'. Before you know it we'll all be reading each other's thoughts and moving chairs across the room at will. This could get out of hand!

## WEIRD BUT TRUE

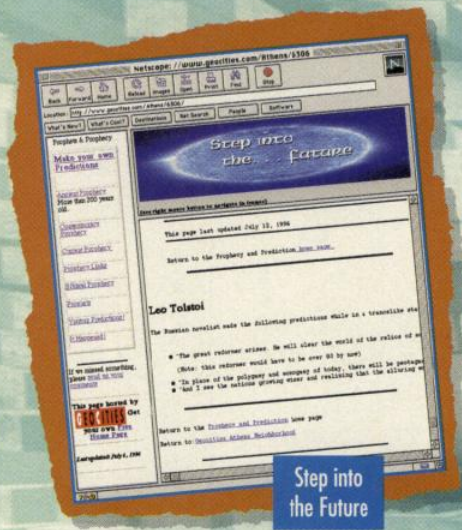
Our first site this month is one of the those pages that point out that, no matter how weird and wonderful you think the future's going to be, the world's already a pretty bizarre place. Never mind the X-Files or the Twilight Zone, nature's got them both licked when it comes to the strange and unexplained.

You'll find it at **http://munshi.sonoma.edu/jamal/weird.html** and, although it's visually dull, it's packed with hundreds of dead interesting and downright stunning facts with plenty of bizarre natural occurrences that just defy physics, including a story of man-eating algae! You'll come across many serious and philosophical observations as well as a good helping of daftness (such as a cure for baldness – bookmark this for your dad!).

In addition to facts and figures, there are quite a few suggestions for experiments that you can do yourself to prove just how bizarre the world is. The following was one of the more peculiar (and pointless) ones. Buy yourself a sponge (a proper one not one of those artificial rubbery ones) and take a photograph of it. (Yes, photograph it! Bear with me, there *is* a point to this.) Now grind it up into a mush (the site doesn't tell you what to use but I suggest you try not to trash your mum's food mixer). Put it through a strainer into a bowl so that it looks like muddy water. Now, if you leave it lying around for a few days it will actually reconstitute itself! The most bizarre thing about all this is that if you compare it with the picture you took in the first place it'll be exactly the same. Honest!




Weird but True!




Step into the Future

## STEP INTO THE FUTURE

It's all very well knowing about the strangeness of today but what about the strangeness of tomorrow. 'Step into the Future' is part of the 'Prophecy and Prediction Home Page' and you'll find it at **http://www.geocities.com/Athens/6306/**. Here you'll be able to check out all the predictions and hunches about the future that have been made over the centuries. Split into sections (ancient, contemporary, current and biblical prophecies), it includes entries from all the major clairvoyants and soothsayers that have lived.

The most well-known 'predictor' has to be Nostradamus. He was a 17th century French doctor who wrote a whole book on the way the world will go until the new millennium and beyond and he has a whole section to himself here. Much of his work has been accepted as pretty accurate and he even managed to predict both world wars and much of the current Arab political situation. When you realise how much he got 'right', maybe we should start to get worried – according to him, Armageddon (the destruction of the world) is scheduled for November 1999!

As well as all the more well known sages and oracles, you can have your name added to a list on the site. If you have a hunch about something or you've had a really intense dream that you think might be a premonition, then email your thoughts to the guys running the site. If it comes true, they'll put your name and details on a 'things that have happened' page. When I looked, there was no-one on this but the editor was confidently predicting an entry soon!

Family Explorer

## FAMILY EXPLORER

We may only have a couple of years until it's all over but we ought to try and prepare ourselves just in case ol' Nostradamus got it wrong. So, you might want to check out the Family Explorer site at **http://members.aol.com/fenews/index.htm**. Don't be too put off by the page's subtitle ("Kids and Parents Exploring Nature Together") because the information in the site isn't actually as cheesy as that. It contains heaps of suggestions for science experiments and projects that you can do at home to help you learn a bit more about how the world works.

Family Explorer is actually based on a printed newsletter that you can subscribe to if you live in the States. Each month they post some of the contents on to the Web site for the rest of us to get at and as it's updated monthly, the projects tend to be fairly seasonal (Easter, Christmas, etc). Again, this site's not particularly stimulating visually but it's got plenty of interesting and unusual experiments to try out, most of which you can do on your own.

The site tends to have a slight US bias but you've probably got used to this if you've been on-line for a while. With a different topic each month and plenty of silly projects, like how to make silly putty or how to create a tornado in a bottle, the Family explorer page is well worth a visit.

## SCIENCE MADE STUPID

If you just can't face the real world and you prefer to look at things from a slightly different perspective then check out Science Made Stupid (**http://www.neosoft.com/~kmac/sms/sms.htm**). This has the sort of refreshing way of looking at science and nature that we could all do with from time to time. There's none of the deeply philosophical stuff like 'Why am I here?' or 'Where do I come from?'. Instead, they ask the sort of questions that we all

Science Made Stupid

need the answers too, such as 'Where has all my money gone?' and 'Am I on the right bus?'!

Science Made Stupid is based on a best-selling book by Tom Weller (it actually won one of the top science fiction awards in 1986) and has been given stacks of net awards (there were at least 10 on display when I last looked). Just like a book, the web site is split into chapters under the following headings: The Universe, Matter and Energy, The Earth, Evolution, and The Descent of Man. In each chapter you'll get the author's version of scientific theory as well as loads of ace drawings and graphics to support his ideas.

If you've ever encountered the Hitch-Hiker's Guide to the Galaxy books, you'll recognise a similar type of humour here. As you start reading each section, you'll think it's serious but the more and more you look at you'll realise that Tom Weller has his tongue firmly in his cheek. From some simply daft constellation maps to an alternative periodic table (that includes such elements as Denim, Pasta, and Garlic!) everything on the site has a slight twist from the norm. Full of refreshing nonsense and great fun to navigate, this is one of the most entertaining web sites I've come across.

## NASA

OK, OK, so we've got to take things seriously sometimes. If it's real futuristic-type science that you're interested in then log on to NASA's site at **http://www.nasa.gov/**. At the title page you'll be welcomed by the administrator Dan Goldin who'll guide you through the maze of links to all things NASA.

There are updates on all the latest projects and missions and you can follow the training progress of the latest shuttle crew right up to launch day. Find out when the next shuttle launch is due (12th January for Atlantis) or look at the latest pics from the Hubble Space Telescope. There are loads of galleries too with images from the whole history of space exploration and you can log on to the News link to get daily updates and current developments. There's a whole section of FAQs and a pretty sophisticated search engine as well to help you get just the info you want.

What most people don't realise is that NASA's work doesn't just involve exploring new worlds and mapping the surface of the moon. They are also doing plenty of research to help make the Earth a better place to be. By observing us from space, they can plot weather patterns and monitor both man-made and natural disasters. Known as the 'Mission to Planet Earth', the project is carrying out vital environmental research (as well as justifying NASA's enormous budget!).

They're keen to make sure that everyone knows how the tax-payers' money is being spent and it seems that almost everything they do is on-line somewhere. The best bit about this site is that it's not just full of dry facts and boring statistics, it's also really nicely presented and most of the articles and features are aimed squarely at 'the man in the street'. Even I understood some of it! This is simply the best serious science site there is!

NASA

# site of the month

http://www.urigeller.com/index1.html

Maybe looking at things in an unconventional way is how we should be preparing for the future. Maybe we need a paranormal approach to explain everything. OK, so most people think that Uri Geller is a complete fruit cake but everyone thought Einstein was woofing mad when he came up with the theory of relativity. Well, it's up to you to make up your own mind as you browse through Uri Geller's Interactive Psychic City.

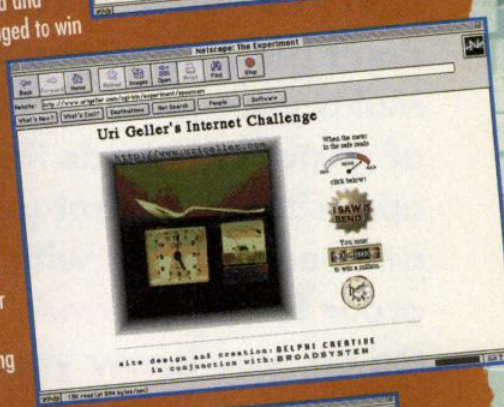
The site is split into several sections and, just like Uri himself, is full of theatre. Try taking part in an on-line experiment in psychokinesis. Yes, it's true – you too can bend a spoon over the internet. Just stare at your screen and when the old 'bendometer' hits the red you can email Uri and tell him you saw it!

If you're not into defacing cutlery, then try testing your psychic powers in Uri's on-line game called 'Strike!'. You'll be shown a map of the world and given 20 goes at locating things like oil, gemstones and gold. I managed to win my game of Strike! but I think it was more to do with a basic knowledge of geography than my paranormal abilities. I managed to locate the gold and diamonds by knowing South Africa has them in abundance and that there's oil in the Middle East.

If you know someone that's having business difficulties then maybe you should slip this address into his briefcase. As part of his on-line services to humanity, Uri's here to offer business advice too. He'll give your company a full consultation and help you plan for those unexpected down-turns in customer needs or economic situations. Give your company the edge! Email Uri today! Go on, be a spong! To support his claims of 'outstanding business skills', there's a quote from the chairman of an Australian mining corporation who claims that he'll "never drill an oil well without asking Uri Geller's advice first". It's interesting to note that this chairman is actually a 'former' chairman. Mmmm. Enough said methinks.

As well as all this supernatural jiggery-pokery, you can get some interesting facts about Uri himself and check out some pics from the forthcoming film of his life "Mindbender".

This site is either deadly serious or just a bit of a giggle depending on your beliefs. Either way, it looks nice and will help you while away a couple of hours.



# coming soon

## Love is in the Air!

**Check out next month's SPIDER's web for a look through the hearts and flowers of the romantic sites on the Net. All this in honour of Valentine's Day and all things lovey-dovey!**

# BORN TO SH

Roll up, roll up!! 'Ere mate, come over 'ere and look at the quality of this lot! 'Ave you seen anythin' like it?! Feast your eyes then turn out your pockets. All this stuff's exclusive to NMS Australia so if you don't get it here, you won't get it at all. Make your mind up from this dazzling array of glistening goods then fill in the form opposite with what you want. Total it all up and send it to us with your cheque/money order for the 'Grand Total' amount. Go on, you know you want to really!

GRIM REAPER

## STICK 'EM UP!

These hand-made mini Skulls come either as magnets or on a metal keyring. At about 3.5cm high, they may be small but they're guaranteed to put the frighteners on anyone! $4.50 each for a magnet or a keyring. Please state which type and design you want.

$

$12.50

## GET A HEAD!

Hand-made and hand-painted, these model Skulls are just the thing to liven up your life. They're about 6cm high so they'll fit just about anywhere you want to stick 'em! There are 4 great designs up for grabs this month so start your collection here. $12.50 each.

SPORTY SKULL

CAP'N SKULL

RAPPER SKULL

WIZARD SKULL

$16.50

$2

# IOP!

4.50

## THE SHIRT OFF YOUR BACK!

Buy one of these great new NMS T-Shirts and you'll be the envy of the planet! Whether you go for a cool NMS shirt or an in-yer-face full colour Skull one, everyone'll know you mean business! Both shirts are white cotton and come in medium (38"-40" chest) and large sizes (40"-42" chest).

$16.50 for NMS Shirt
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1.50

MAKE GREAT PRESENTS!

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|---|---|---|---|
| NMS Shirt Medium | $16.50 | | |
| NMS Shirt Large | $16.50 | | |
| 'Chill Out!' Shirt Medium | $21.50 | | |
| 'Chill Out!' Shirt Large | $21.50 | | |

| SKULL MODELS | Price | Quantity | Total Cost |
|---|---|---|---|
| Kapper Skull | $12.50 | | |
| Cap'n Skull | $12.50 | | |
| Wizard Skull | $12.50 | | |
| Sporty Skull | $12.50 | | |

| MINI-SKULLS | Price | Quantity | Total Cost |
|---|---|---|---|
| Brains Skull Keyring | $4.50 | | |
| Brains Skull Magnet | $4.50 | | |
| Grim Reaper Skull Keyring | $4.50 | | |
| Grim Reaper Skull Magnet | $4.50 | | |
| Horny Devil Skull Keyring | $4.50 | | |
| Horny Devil Skull Magnet | $4.50 | | |
| Eyepatch Skull Keyring | $4.50 | | |
| Eyepatch Skull Magnet | $4.50 | | |

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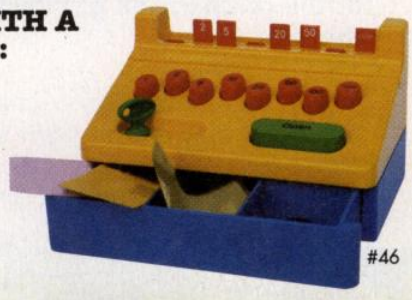


# THE DINOSAU HUNT

**Following our exclusive preview of Turok: Dinosaur Hunter in the November issue, we've pinned down the guys behind the N64 masterpiece: Iguana Entertainment. We shackled Turok's Project Manager and lead designer, Dave Dienstbier to a firm object and probed him until he could take no more. Here's what we managed to get out of him...**

## SILICON IMPLANTS

Iguana have planted themselves firmly in the heart of America's Silicon Valley in Texas and it's from here that their game ideas become realities. Each part of their games is produced 'in-house', with full time programmers, artists and designers all on site. You'll also find sound engineers and musicians wandering Iguana's hallowed halls and it's up to them to make sure that the sound FX and music for each of the games is spot on. Since their 1995 link-up with Acclaim, they have New York motion capture studios at their disposal too. Is there nothing that these guys can't do?!

## IT'S ALL IN THE PLANNING

As we've heard from Rare, EA and Ocean in the past, it's the opening stages of a game's development that are often the most crucial. Meetings, meetings and more meetings seem to be the order of the day as directors, project managers and even the president of the company all get involved at the start.

Way before designs, characters and gameplay are brought into the equation, a decision has to be made about what type of game the teams should tackle next. Whether it's a film license, a comic book conversion or a brand new project, the various pros and cons need to be weighed up. You'd think that producing a film license would be one of the easiest options for a new game but, as Dave Dienstbier points out, "Often times the studios have very strict rules and regulations regarding their materials that often mean delays".

According to Dave, you have to deal with a huge number of people who are absolutely nothing to do with the games industry when you produce a film license and they almost always insist on rigorous and lengthy approval processes. As well as that, a whole pile of stuff has to be weedled out of them such as copies of the script, blueprints of the sets, photos of the characters, costumes and scenery, etc. All this just adds up to more and more complications and often ends up involving "a lot more work than just creating the game".

Of course, it's not all easy going when you create a brand new game either. You have to make sure that what you're doing is completely original and that it'll jump off the shelf at you down at your local store. There's no point letting your imagination run riot if the finished game's just the same as a hundred others. And we thought these game designers had an easy life!

## UP AND RUNNING

Once the decision's been made to go ahead with a project, more meetings are held and some of the finer points are decided. A team is assembled and a project manager is appointed (Dave in the case of Turok) and he'll create what's known as a 'concept document'. This usually runs to between 10 and 25 pages and explains the premise and treatment of the game. It also outlines the plot, the basic gameplay and controls, and ideas for bad guys and scenery. If there's any additional technical jiggery-pokery to be done, then that's noted here too. A few drawings might also be done at this stage before the whole document's passed round the team, discussed and fine-tuned. After all this (and plenty more meetings, of course) the project manager will put together a detailed design that follows the game from start to finish. This document's then waved in front of the directors who give it the all-clear and it's only when all these stages have been completed that the real development process can begin.

## FROM PAPER TO PIXEL

Of course, once all the planning and meetings have finished you can't just sit down at a computer and create the game from nothing.

# EXCLUSIVE INTERVIEW

# R ERS

# IGUANA ENTERTAINMENT

Often a process known as 'storyboarding' is used. Storyboarding is used right across the entertainment industry from cartoons, to movies to CD-ROM titles and it basically involves doing sketches and drawings on paper. The amount and detail that Iguana do usually depends on the type of project they're working on. Sometimes simple drawings of various elements of the game are all that's required. If the team are planning on using some full motion video footage though, they'll need more detailed boards and plans of exactly what footage they'll need to shoot.

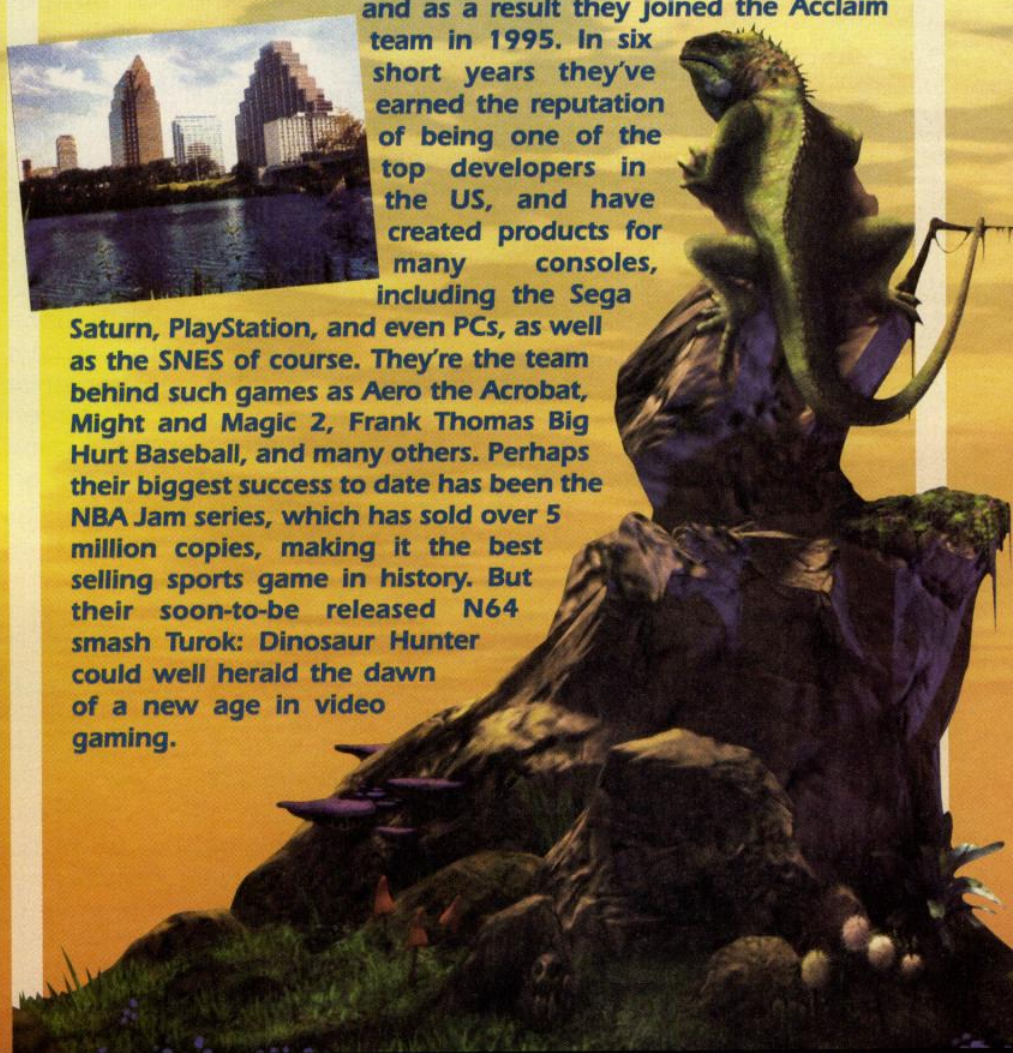
## HIT OR MISS?

If you ever ask people in the gaming industry to tell you what makes a great game, they'll all give you a different answer. Most agree, though that it's great gameplay that really sells and no matter how impressive your graphics are your game will die if it's dull to play. We put the age old question to Dave: "I don't care how great a game looks if I'm not having fun playing it." Well, there you have it. But Iguana haven't exactly scrimped on the graphics in Turok have they? "Obviously the graphic quality was a very high priority and graphics are increasingly important in order to really immerse the player in the experience," Dave admits, "but gameplay will always be more important than graphics if you truly love gaming."

## STATESIDE SUCCESS STORY

Iguana Entertainment Inc. was founded by Jeff Spangenberg back in 1991. Jeff had begun programming at high school in California, and his reputation quickly led to numerous projects with major development companies. His professional career evolved into the technical management of development teams, engineering systems for the SNES and Sega Genesis (MegaDrive), and eventually to the founding of Iguana. By 1993, Iguana were successful enough to expand their staff and move to the new Silicon Valley site in Texas. Iguana's work came to the attention of Acclaim, and as a result they joined the Acclaim team in 1995. In six short years they've earned the reputation of being one of the top developers in the US, and have created products for many consoles, including the Sega Saturn, PlayStation, and even PCs, as well as the SNES of course. They're the team behind such games as Aero the Acrobat, Might and Magic 2, Frank Thomas Big Hurt Baseball, and many others. Perhaps their biggest success to date has been the NBA Jam series, which has sold over 5 million copies, making it the best selling sports game in history. But their soon-to-be released N64 smash Turok: Dinosaur Hunter could well herald the dawn of a new age in video gaming.





# TUROK
## DINOSAUR HUNTER

As we showed you back in November, Iguana's latest gaming offering is Turok: Dinosaur Hunter for the N64. Here we give you a look behind the scenes and show you the whos, hows and whys of producing such a ground-breaking game.

The decision to create a game based on the Turok comic was made by Acclaim over two years ago. Iguana took on the development of the title and Dave Dienstbier was given the job of project manager. Right from the start, the team knew that a game like Turok would provide them with some great creative opportunities. After all, anything's possible in the Lost Land! There's a total of fifteen people involved full time on the project and, apart from Dave, they make up four programmers, two designers, six artists, a sound designer, and a musician.

## COMIC INFLUENCE

Although the Turok comics were the starting point for the game's creation, the guys at Iguana didn't stick to them too closely. In order to make the game the best it could be, Acclaim allowed them to change quite a bit of detail. Apart from the velociraptors, only the Campaigner and Long Hunter (both boss characters) were found in the comics. The rest of the creatures, including 15 types of enemy, are completely original creations. Yet another obvious difference between comic and game is the weaponry that Turok has at his disposal (there are at least 14 different types of weapon you can access). Acclaim Comics wrote the new story for the game at the beginning of the development process but they were really open to suggestions and changes from the Iguana team. As Dave explains, "Acclaim Comics have been so supportive and open minded with us it's been a real blessing." What it came down to in the end was that if an element would improve the game, Iguana had a free hand to do it.

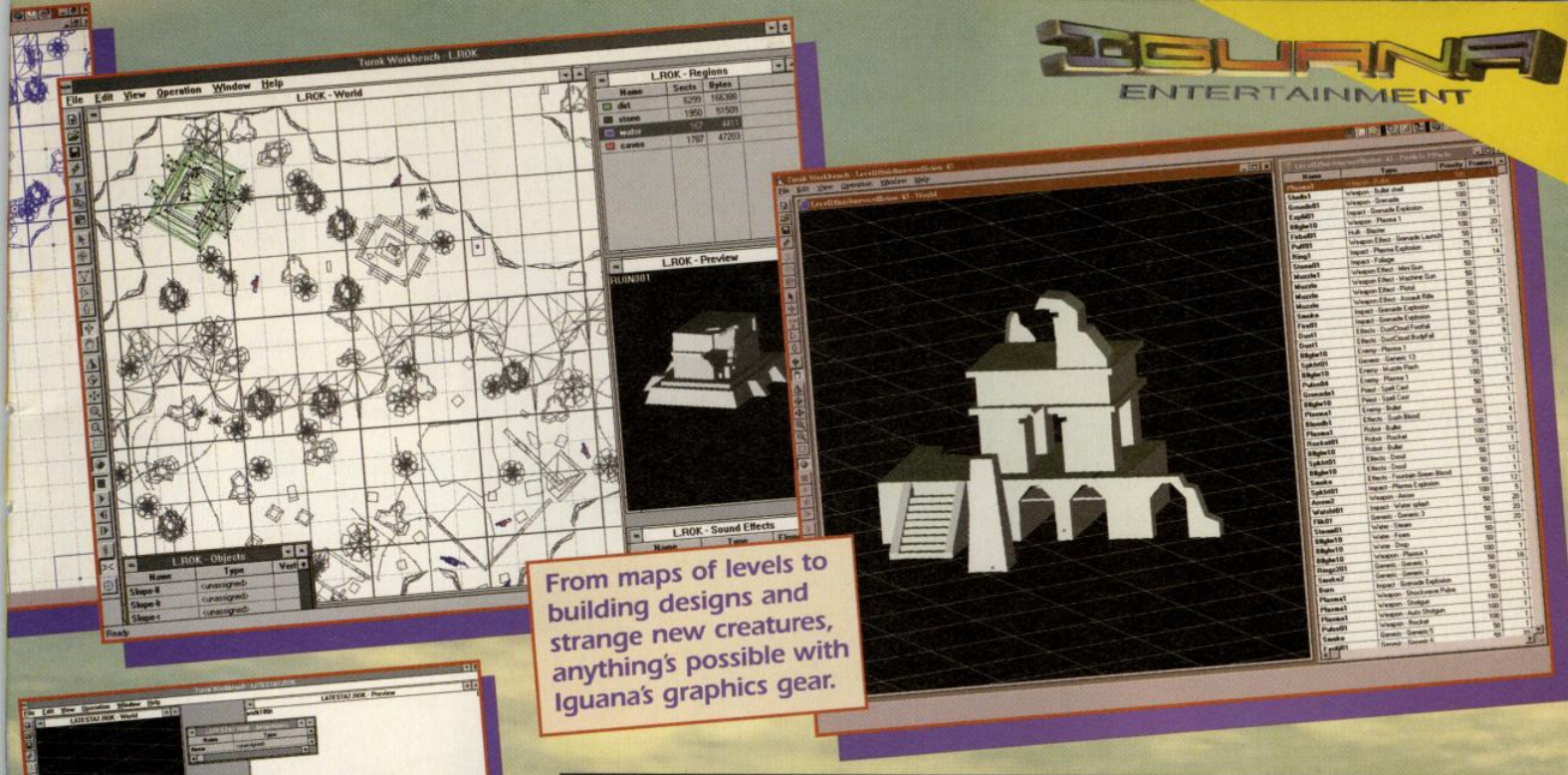
## LOOK OF THE LAND

Although the designs for Turok were pretty solid right from the start, the look of a new game can change considerably as the project progresses. New ideas and new ways of doing things pop up all the time, and all the team members are encouraged to make suggestions. "We've added a lot of stuff towards the end of the project that's really helped make the game shine," Dave says, and they've also not held back when it comes to cutting out things that don't quite work. It's always the case that stuff has to be left out of a finished game for all sorts of reasons but as Dave states, "You just have to be realistic". At the end of a project there's always a pile of ideas that are held over to be used on another game some time.

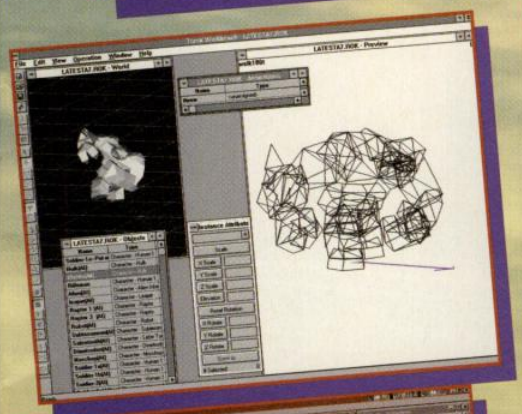
## DOWN TO THE BARE BONES

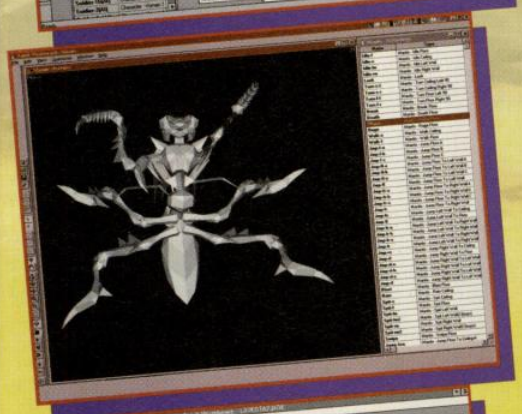
Turok is a real breakthrough in gaming technology and the power of the N64 is letting developers like Iguana really go to town in the realism stakes. The incredible detail and diversity in each world is obvious from the screenshots we've shown you so far, but you might not appreciate just how much better it is. According to Dave, the game levels in Turok are made up of as many as 300,000 polygons. That doesn't mean much until you realise that this figure is as much as 30 to 60 times more 'geometry' than in games on lesser systems.

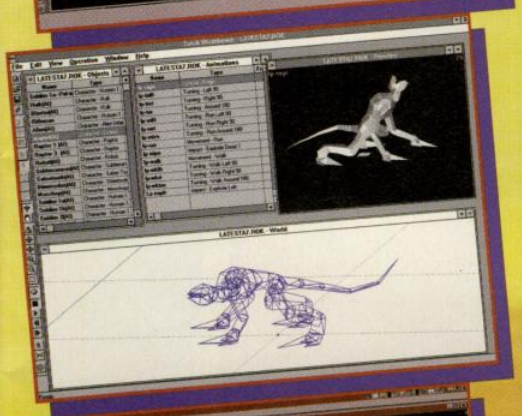
Characters too, are incredibly detailed and are structured with as many as 800 polygons (2,500 for the bosses!) and it was important to the designers that the player could see the enemies right up close without losing any definition. And even when you've wiped out a bad guy he'll lie there in the landscape so you can go up to him and check out his wounds, or look at the detail in his teeth!

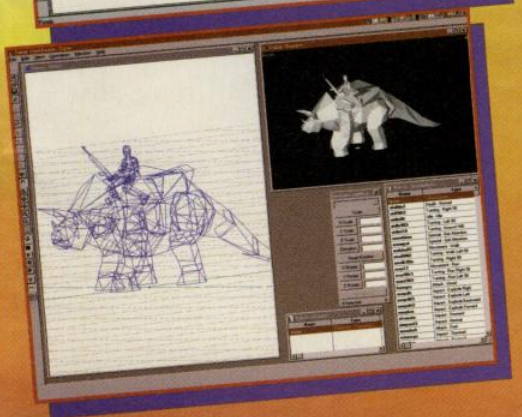



From maps of levels to building designs and strange new creatures, anything's possible with Iguana's graphics gear.







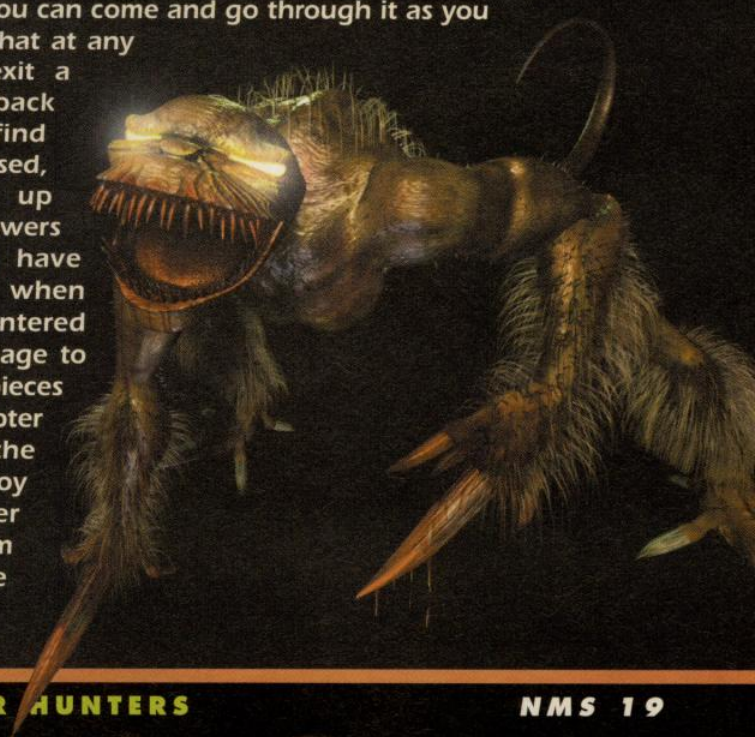


# THE LEGENDS OF THE LOST LAND

Turok is a Kiowa-Apache brave (a classic Valiant Comics character) and the story follows him in his quest to thwart an evil overlord called the Campaigner. Turok's found himself trapped in an inter-dimensional rift known as the Lost Land where time has no meaning. Both dinosaurs and aliens walk among men, allowing a great mix of barbarian-like characters and high technology weaponry.

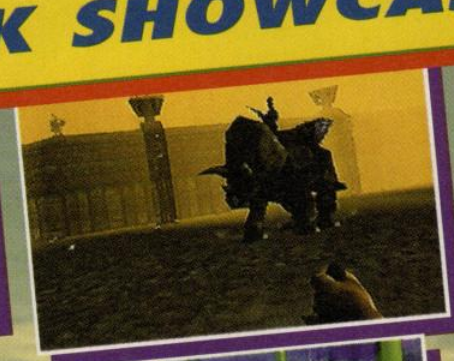
The Campaigner has learned of the existence of an ancient weapon called the Chronoscepter. He plans to use the strength of this powerful artifact, combine it with a huge focusing array, and slice through the fabric of time to rule all of existence across all ages. The only trouble with this plan is that the Chronoscepter itself has been split into eight different pieces and scattered throughout the Lost Land. It's up to you, as Turok, to locate the eight pieces before the Campaigner does.

The game consists of eight levels with each one hiding another piece of the Chronoscepter. In the first you must not only find a total of six keys, but also the location of a set of ancient ruins that serve as the 'hub' of the game. From here, you can open the portals to the other levels. Once a portal's opened, you can come and go through it as you like. This means that at any time, you can exit a level and go back through to find things you've missed, or to pick up weapons and powers that might not have been accessible when you first encountered them. If you manage to locate all eight pieces of the Chronoscepter you can use the weapon to destroy the Campaigner and prevent him terrorising space and time.

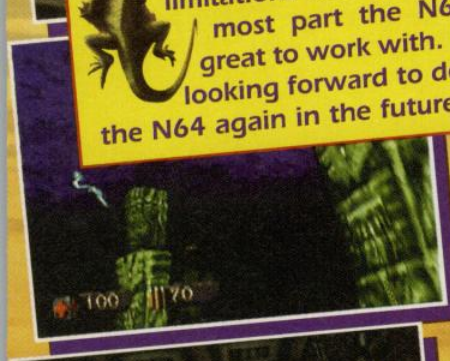


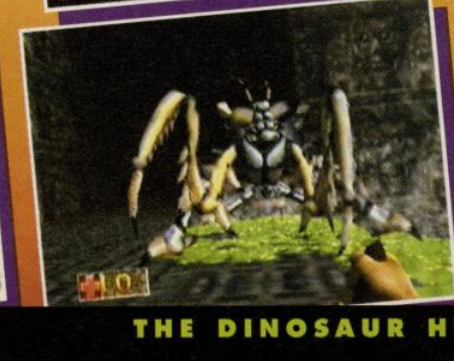
# TUROK SHOWCASE

"Turok promises to go beyond anything previously imagined in terms of graphics, speed and playability."

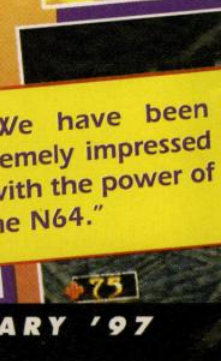


"Although every system has its own limitations and problems, for the most part the N64 has been great to work with. I'm definitely looking forward to developing for the N64 again in the future."





"We have been extremely impressed with the power of the N64."



ACCLAIM
ENTERTAINMENT
"If you can turn a game on for ten minutes or sit down with it for two hours after you've beaten it and still really enjoy yourself, than that's a game you'll keep coming back to."
"The introduction of the incredibly powerful N64 system provides even greater challenges and opens up entirely new realms of possibility."

# KILLER INSTINCT GOLD

Games masters Rare have regularly activated our playing cells with their ever-lengthening list of stunning titles for the 16-bit beast. Their well established 'heavy-on-the-graphics' style has the perfect vehicle in the N64, and Rare look like they're heading for a classic yet again with their first 64-bit offering – the awesome Killer Instinct Gold. Expect your flabber to be well and truly ghasted, as this first fighting game for the N64 looks unbelievable!

## Step aside...

The basic storylines for the Killer Instinct series will be familiar by now and Killer Instinct Gold follows something of the same pattern. Although it features the same ten contestants that swallowed up your coins in the arcade KI2, Rare have added a few extras to this monster. TJ Combo, Glacius, Tusk, Orchid and the rest of the gang are all trapped in a bizarre dimension called the Vortex. The only chance they have of returning home is to indulge in some serious fisticuffs to find out who confronts Gargos, the ruler of the Vortex. Fight On!

## In full control

Killer Instinct Gold is the first game on the N64 we've seen where you have the option of controlling a character by either the D-Pad or the control stick, while the other buttons activate all the kicks and punches. All the special moves have been made easier to execute, and also included is the option of altering the controls on the pad to suit yourself. Unlike Mario and PilotWings, the yellow C-Buttons on the control pad don't alter your viewing perspective, as the game does this automatically as you fight.

# Modus operandi

Killer Instinct Gold doesn't just offer more impressive graphics and sounds, loads of different gameplay modes have been thrown in too. Along with the basic Arcade Mode, you can argue it out with 10 other psychos in Team Mode, or even fight to the death in Team Elimination Mode. Here the end of each contest is decided by a critical Finishing Move. As usual though, the best way to play KI Gold is in two-player mode, so with practice you can impress your mates with awesome killer combos. Alternatively, you can try out your punching skills in the Tournament Mode, where up to eight people can battle it out to see who's the best.

# Steadycam

Another thing that sets KI Gold apart from its arcade predecessor is the moving camera angles incorporated into each bout. The viewpoints change at important moments in the fight, such as after a huge combo or when one of the power bars has gone down. So as well as getting the speed and response of 2D fighting games you'll also get the added bonus of 3D moving cameras which, take it from us, look absolutely stunning.

# You gotta practice boy!

It doesn't matter if you're not an experienced killer, as the guys at Rare have included a special Practice Mode where you can try out all the special moves and combos. A little fat bloke floating in mid-air will relay detailed instructions on how to execute combos, special moves, counter moves, jump-ins, auto-doubles and combo-breakers. I suppose he'll even teach you how to play the piano if you ask him nicely. Well, perhaps not. Piano playing tips aside, this has the makings of the world's best all-round beat 'em up. Look out for a full review as soon as the finished game hits our offices.

## GAME DATA

- **GAME:** KILLER INSTINCT GOLD
- **BY:** RARE/NINTENDO
- **RELEASE:** TBA
- **GAME TYPE:** BEAT 'EM UP
- **PLAYERS:** 1-2 (OR 1-10 IN TEAM MODE)

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

# STREET FIGHTER ALPHA 2

Here we go again! 1997 looks like being the year of the fighters as Capcom, Acclaim and Nintendo are all planning new or refreshed beat 'em ups. Not all are planned to be released in Australia yet, and SFA2 is one that has yet to secure a distributor, but it's got to be amongst the big boys in the battle for the top.

## THE WORD ON THE STREET

SFA 2 is the latest instalment in the classic series of beat 'em ups from the Capcom stable. The Street Fighter games have always been regarded amongst the best in SNES fisticuffs, concentrating on tactics, control response and furious gameplay speed. Brace yourselves because this one's no exception!

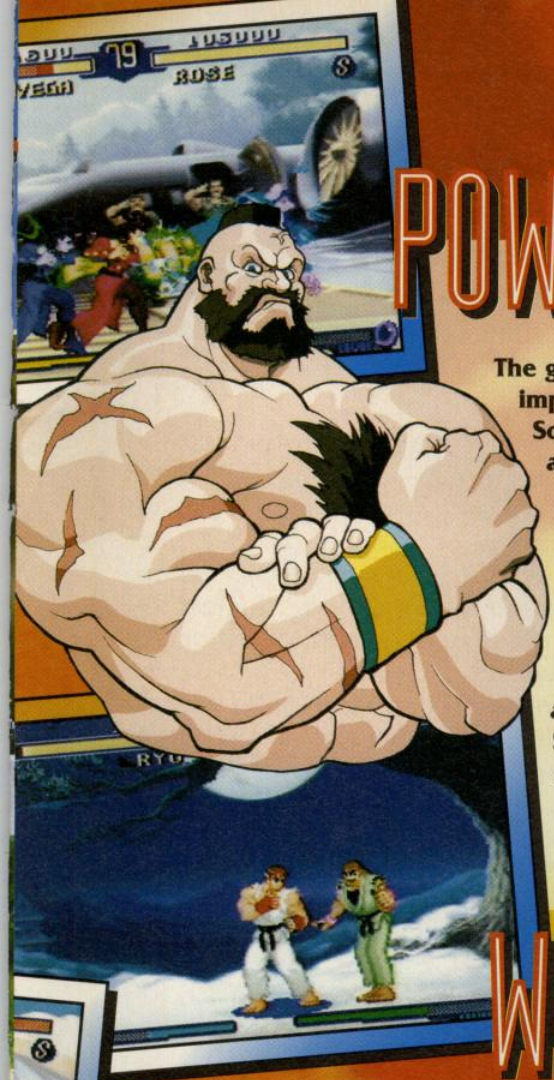
## STEP BACK IN TIME

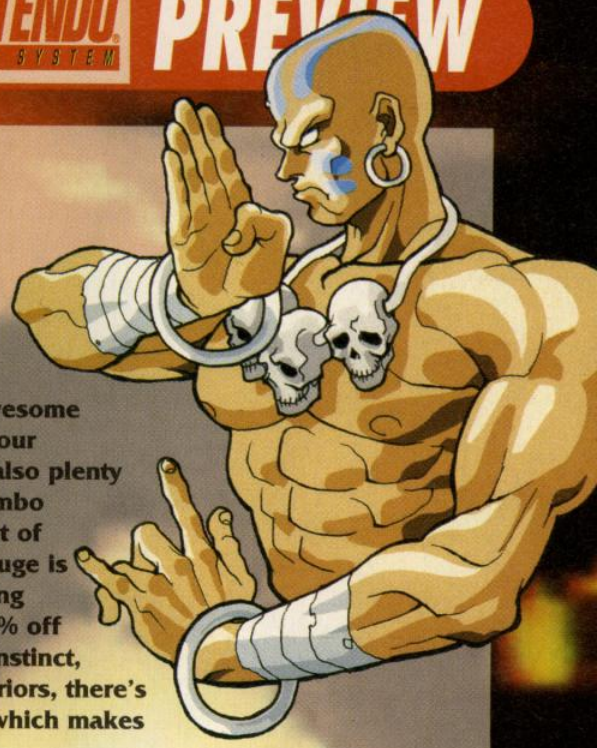
Street Fighter Alpha 2 takes a step back in time from the previous games, as this tournament was supposedly held in between the original Street Fighter and Street Fighter II. You'll have 18 fighters to choose from, ranging from experienced warriors like Ryu, Ken and M. Bison to new characters like Dan, Gen, Akuma and Adon.

### GAME DATA

- *GAME:* STREET FIGHTER ALPHA 2
- *BY:* CAPCOM
- *RELEASE:* NO AUSTRALIAN RELEASE PLANS
- *GAME TYPE:* BEAT 'EM UP
- *PLAYERS:* 1-2

# POWER-PLAY



The gameplay in SFA 2 is even more impressive than its predecessors. Some superb control responses allow you to send your fighter hurtling across the screen with a touch of a button, letting off an awesome volley of kicks and punches into your unfortunate opponent! There are also plenty of new features like the Super Combo gauge, which rises with the amount of punishment delivered. Once the gauge is at it's peak, you can perform amazing Super Combos which take up to 30% off your opponent's health bar (Killer Instinct, anyone?). For less experienced warriors, there's also the Simple Command option which makes special moves and combos easier.

# WHO DO YOU WANT?

So who do you want to be today? Will it be Dhalsim, the fire-breathing limb-contortionist, Rose with her telepathic Soul Move, which can take out 20% of an opponent's health, or Katana with his fearsome cutlery collection? Some of you may remember Katana from the Final Fight series while Rolento and Guy also appear.

# HALL OF FAME

Whoever you choose to be, you'll be sure to appreciate all the gameplay elements which made the other titles in the series so popular. Street Fighter has always been regarded as classic beat 'em up fare and this latest version, with all the special moves and combos, is sure to secure its place in the fighting hall of fame.

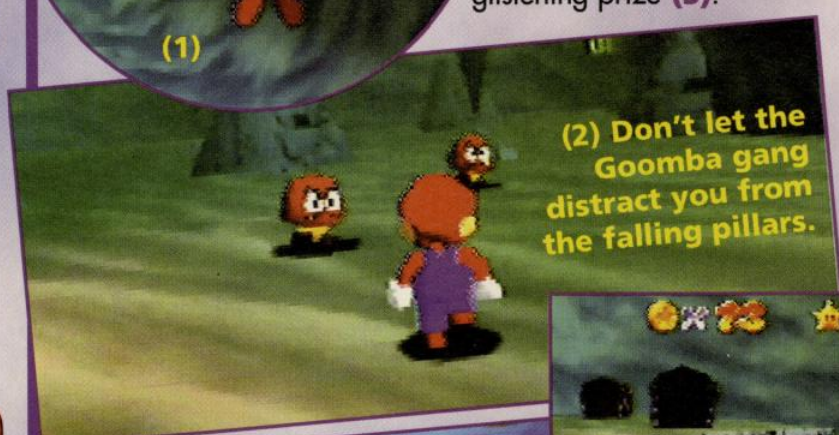
# SUPER MARIO 64

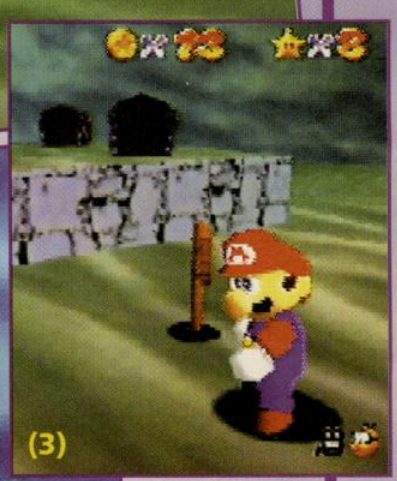
# JOLLY RO

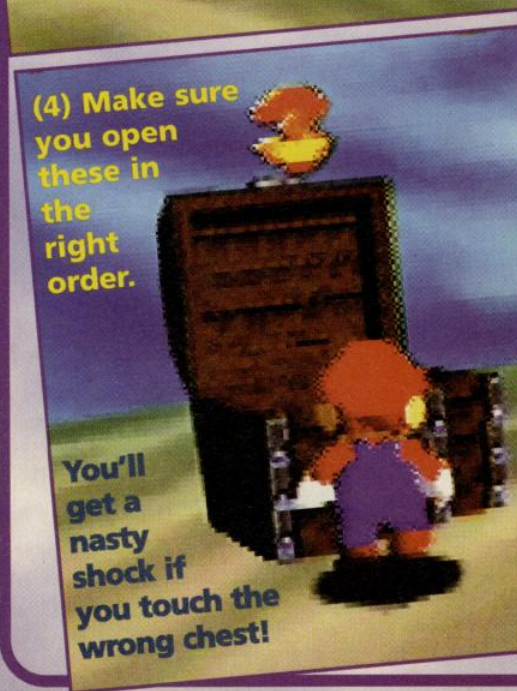
## 1 GRAB SOME CHEST!

Dive into the water and swim right down to the bottom, remembering to grab as many coins as possible to keep your power up. On your way down, you'll see a huge sunken ship with a giant eel lurking inside. Swim past the ship and head for the ring of gold coins **(1)** that lie just behind it. Swim all the way up the tunnel (which is marked by the coins) and when Mario surfaces you'll find yourself in a cave, populated by a gang of Goombas **(2)** and massive stone pillars which can collapse at any time. Go to the top right-hand corner of the cave and you'll find four treasure chests **(3)**. These chests are the key to getting the first star. You have to open the chests in the correct order though **(4)**, to find the glistening prize **(5)**!

(1)


(2) Don't let the Goomba gang distract you from the falling pillars.


(3)


(4) Make sure you open these in the right order.

You'll get a nasty shock if you touch the wrong chest!

(5)

**Well, it's Part Three of our essential playguide to Super Mario 64 already. Where does the time go, eh? This month, we're taking a look at one of the most graphically impressive courses in the game – the amazing Jolly Roger Bay.**

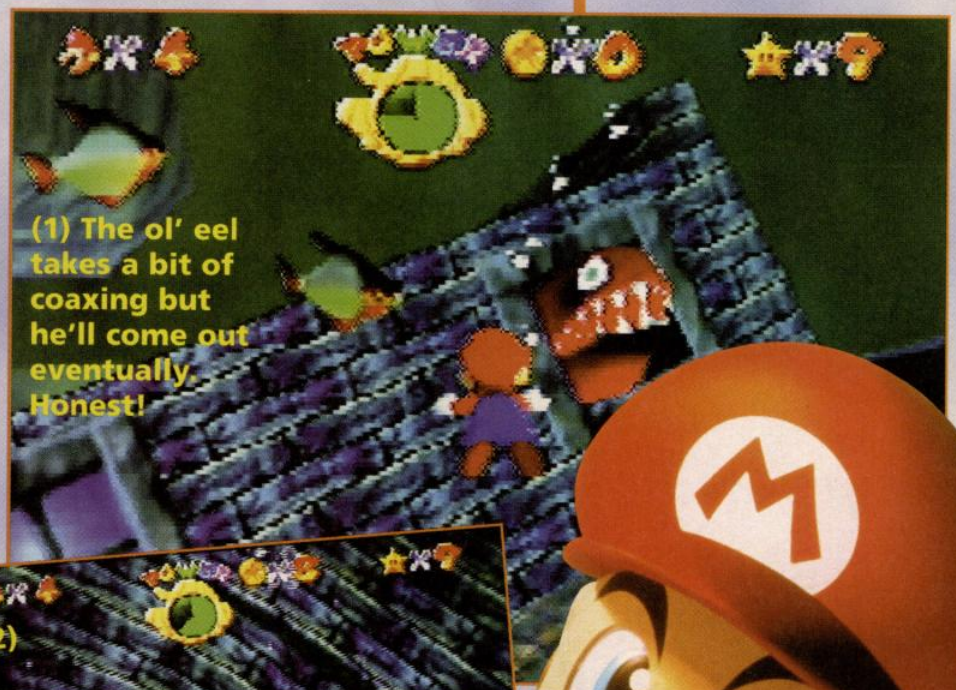
**As most of the stars are hidden in the watery depths, the pace slows down a touch in this level. You'll have to use all of Mario's aquatic skills in order to find them. So, strap on your snorkel and let's dive in...**

# GER BAY

PLAY GUIDE

## 2 EEL-ING LUCKY!

This star will take a fair while to find, so it pays to be patient. Dive down to the old shipwreck and lure the giant eel out by swimming in front of him (1). Your power meter will be severely damaged if he touches you, so don't go too close. After a few circuits round the ship, he'll eventually come out to play, leaving you free to explore the inside of the sunken galley (2). You'll find yet another treasure chest puzzle and the chests need to be opened in order like last time. But now it's even more important to get it right as Mario can't stay underwater for too long. If you do get it right the screen'll start to shake as the ship rises from its watery resting place (3). Now you have to climb up the smaller platforms to the bow of the vessel (4), which is easier said than done as the soaking wet surface is annoyingly slippery. But persevere to reach the top and you'll find a yellow box which hides the star (5).



(1) The ol' eel takes a bit of coaxing but he'll come out eventually. Honest!

(2)

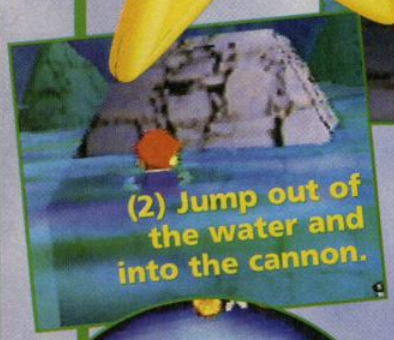
(3)

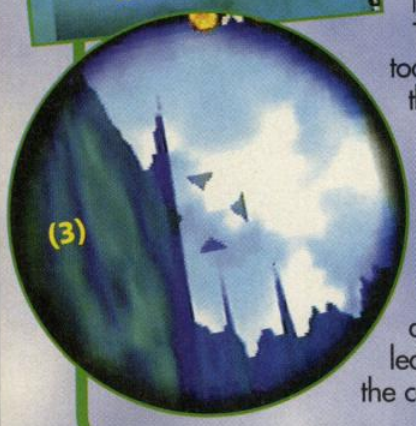
(4) Try big jumps and back flips.

(5)

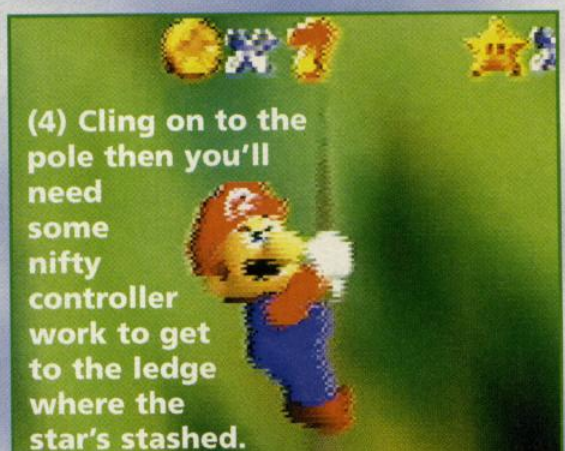
# JOLLY RO

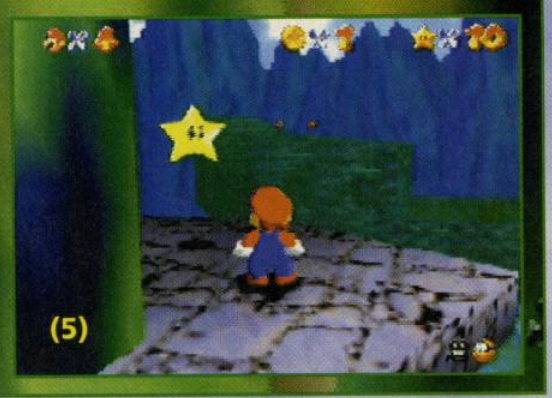
## PICK A POLE


(2) Jump out of the water and into the cannon.


(3)

Near the start of this stage you should spot a Bob-omb Buddy resting on a platform **(1)**. Once you reach the platform you'll see a star up on a raised ledge, with two long poles in front of it. The only problem is that the poles are too slippery to climb, so have a chat to get the cannon activated. Now swim over to the cannon and climb in **(2)**, aiming just above the top of the left-hand pole **(3)**. If your judgment's right, you'll go flying into the pole and Mario should cling on for dear life **(4)**. Now push the control stick to top left, then jump. With a bit of luck, you should land on the ledge nearby, and find the star just around the corner **(5)**.


(4) Cling on to the pole then you'll need some nifty controller work to get to the ledge where the star's stashed.


(5)

## WHERE DID YOU GET THAT HAT?

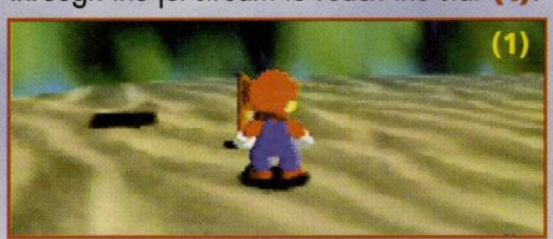
**You're going to need to find Mario's special Blue Caps to snatch the stars on later levels because these clever little devices allow Mario to become partially invisible and walk through solid walls. Don't you wish you could do that sometimes?!**

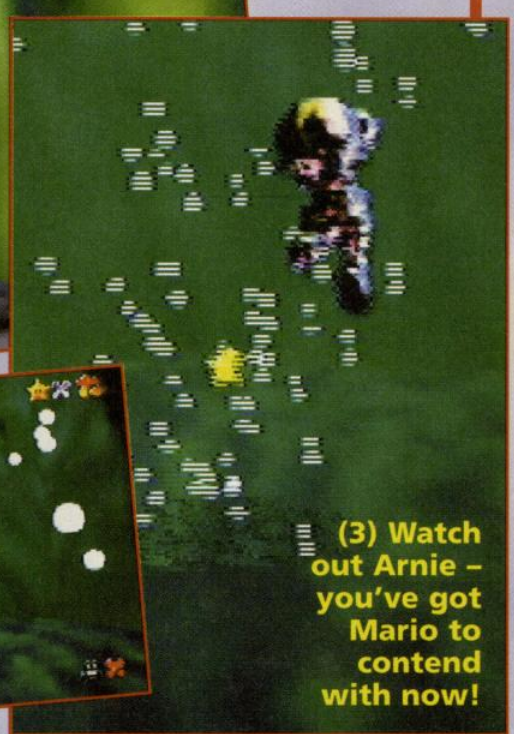
**To find the switch, go down into the basement and go right until you find another wooden door. Go through here and you'll find a pool of water, so dive in and follow the arrows out to the other end. Now you'll come across another pool with two large pillars standing in the middle (1). Bounce on these (A Button then Z Trigger) (2) and all the water will drain out (3), revealing a door which was inaccessible before. If you go through here you should come out in the moat around the outside of the castle except that all the water's now drained away (4).**

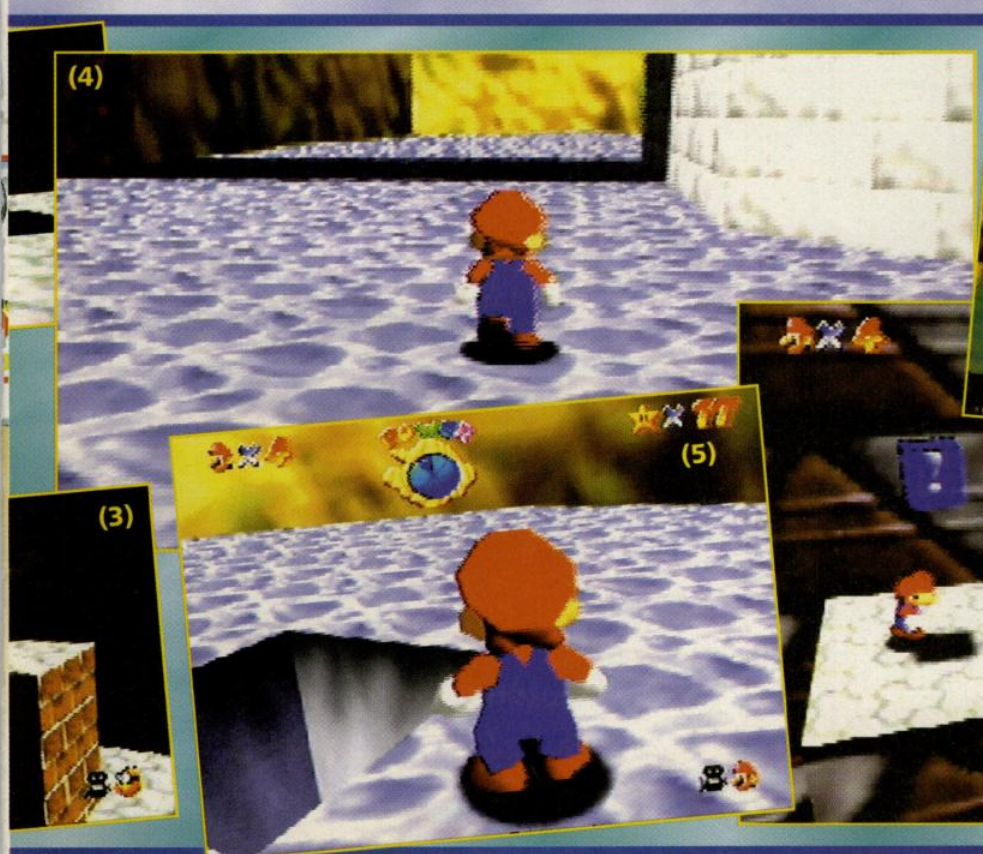
**Walk round the empty moat until you find a trap door on the floor (5). Dive in here and get ready for a huge fall as you slide down a steep ledge. Now, avoid the bad guys and use the platforms (6) to make your way up to the blue switch (7). Once you've activated this, all the Blue Caps will become available in the game.**

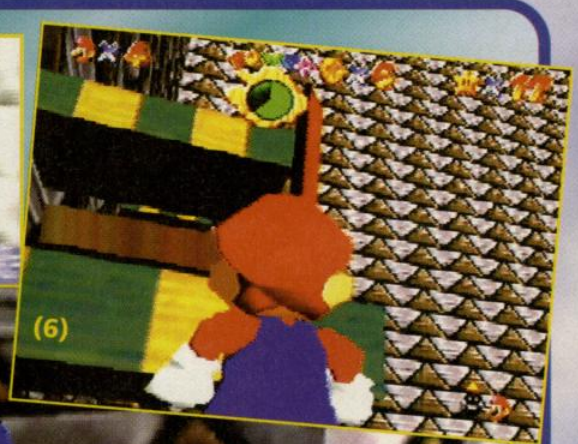
# 4 PUTTING ON WEIGHT

You'll find the next star right down on the sea floor, but in Mario's standard form **(1)** it'll be impossible to get because you won't have the strength to get throught the jet stream in the water. You must go back to the surface and find one of Mario's special green caps **(2)** (like we described last month) and turn yourself into the T-1000 Mario **(3)**. You'll find one of the caps on the platform just by the Bob-omb Buddy, and as soon as Mario changes, do a long jump from the edge of the platform (Z trigger followed by B Button) and Mario's extra weight will take him through the jet stream to reach the star **(4)**.





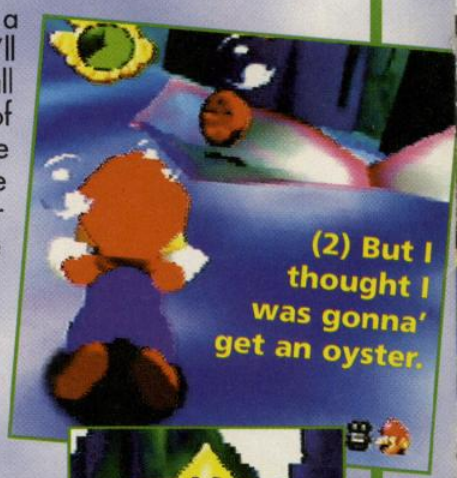
# JOLLY RO

## 5

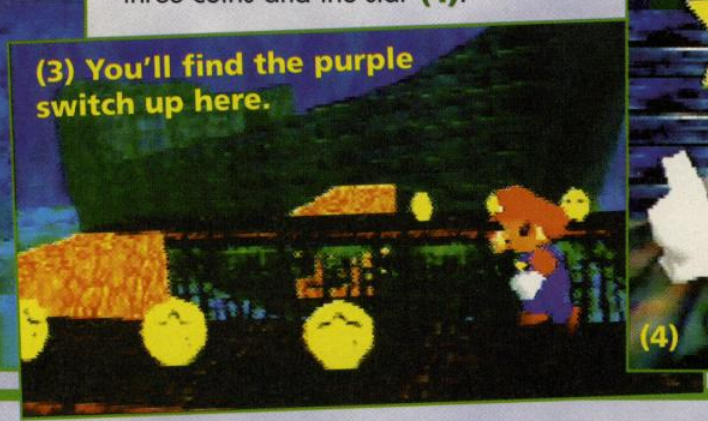
## DON'T CLAM UP!

As with all the other levels, there's a red coin collecting exercise which'll test out your skills and you'll need all your cannon know-how to get one of them **(1)**. Four of the eight are hidden in giant clams under the water **(2)** while you'll find the other four back on dry land. You'll have to bring the ship to the surface to get them all, so make sure you grab all the underwater stars first. Then go up to the main platform, hit the purple switch **(3)** and make your way over to the ship to get the last three coins and the star **(4)**.

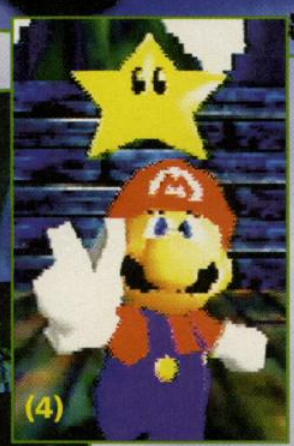
(1) You'll have to perfect your human cannon-ball routine to reach this red coin.



(2) But I thought I was gonna' get an oyster.



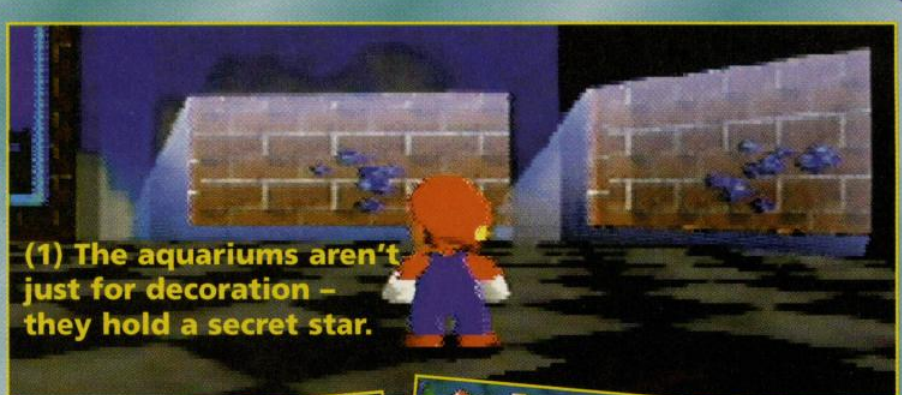
(3) You'll find the purple switch up here.



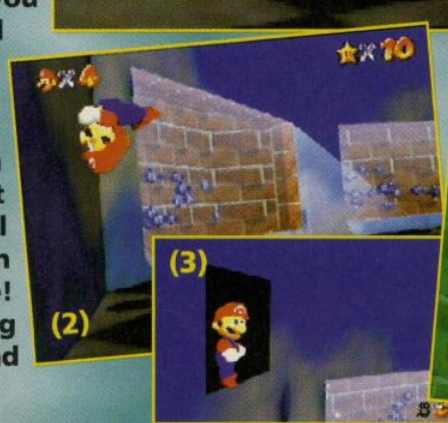
(4)

## PLENTY MORE FISH IN THE SEA...

If you go into the bottom left corner of the Jolly Roger Bay painting room (1) (facing the painting) and do a back flip (2) Mario will land on a small ledge (3) which takes him into the aquarium. If you grab all the red coins which are in each corner (4) you'll be able to earn your fifth star without having to find all the red coins on the proper course! Isn't it amazing what you can find out by accident?



(1) The aquariums aren't just for decoration – they hold a secret star.



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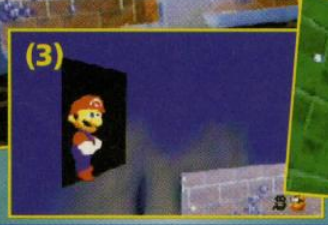


(3)

(4)

# GER BAY

## 6 A TWIST IN THE TAIL

(1)

Now that the old ship's risen to the surface, the giant eel's had to find himself a new home. So it's time for a swim again as Mario must lure the slippery sucker out from his new hole **(1)**. This can be a dangerous business as the eel's not too happy about being evicted from his previous shelter. Anyway, there's a star attached to his tail, and all you have to do is chase him around **(2)** until you touch the star. Sounds easy doesn't it? Unfortunately, our fishy friend is a much better swimmer than Mario, and his twisting turning swimming style makes him a pretty elusive target. The best advice is to get as close to the eel's face as possible, wait for him to go for you then swim up out of his way quickly. He'll swim right underneath you and you can grab the star when his tail comes out **(3)**.

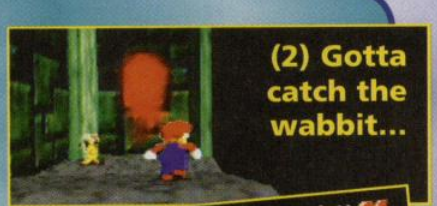
(2) Come back, come back!

(3)

## WATCH THE WABBIT

(1)

Once you've collected 15 stars, go down to the basement and enter the first wooden door. You'll see a golden rabbit **(1)** jumping around and the idea is to chase him through the corridors **(2)** until you catch him. Watch out though, he's an elusive little critter and very difficult to grab hold of. The best way to capture him is to perform a diving catch **(3)** (press the punch button while running). If you manage a dive worthy of Ken Griffey, you'll be rewarded with an extra star **(4)**.


(2) Gotta catch the wabbit...

(3)

(4)

**Don't miss next month's instalment as we get closer and closer to the big day itself. We'll be taking you through the perils and pitfalls of course 4 – the freezing Cool, Cool Mountain!**

# TOO DUMB TO SUBSCRIBE?

You too can see the light!

Just like Bev.

It's not too late - Subscribe to NMS now!

Turn to page 67 before Bev finds his way to your home!

# COMING NEXT MONTH

Kawasaki JETSKI

**Full review of Jet-Ski smash Wave Race 64**

**PLUS:**

**Playguides for SM64, DKL2 & Donald in Maui Mallard**

**Great new N64 Previews**

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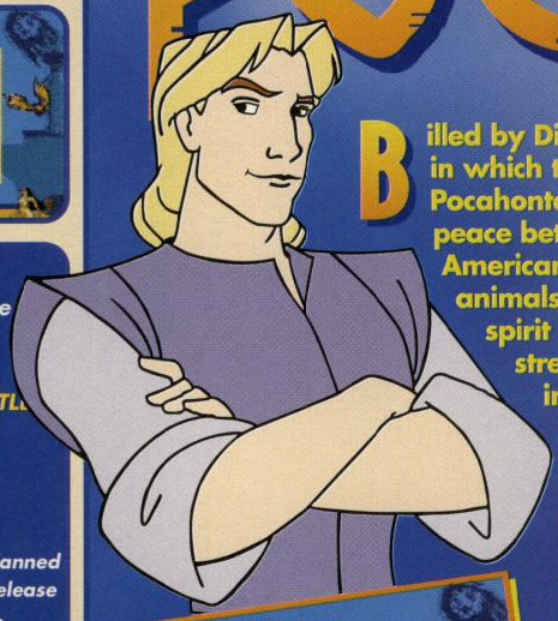
**February issue on sale January 30th 1997.**

Nintendo® MAGAZINE SYSTEM

# REVIEW
## GAME BOY

# POCAHON



**Billed by Disney Interactive as the first game in history in which the aim is to prevent rather than wage war, Pocahontas sees our heroine trying to forge an uneasy peace between English settlers and the Native Americans. Added to this, she's obliged to help animals out of trouble and collect those oh so vital spirit tokens which enable her to develop her inner strength. Although not planned for release here in Oz at present, we thought we'd tread the path to inner peace and harmonise with nature the Game Boy way.**

### GAME CREDITS

- **BY:** Disney Interactive
- **DEVELOPED BY:** Black Pearl
- **PREVIOUS DISNEY TITL**
  - Lion King
  - Toy Story
  - Jungle Book
- **DISTRIBUTED BY:** No planned
- **RELEASE:** Australian release
- **GAME TYPE:** Platform

### GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** No
- **OPTIONS:** Passwords

### GAME INFO

- **GAME DIFFICULTY:** Very easy to very hard
- **FIRST DAY SCORE:** Level 3
- **ALTERNATIVES:**
  - Toy Story
  - Pinocchio

### GAME CONTROL

- **RESPONSIVENESS:** Average

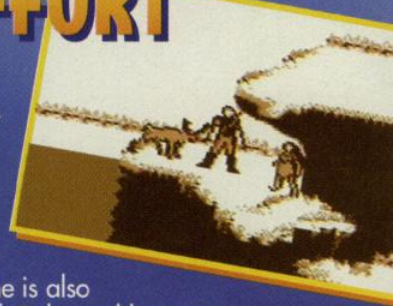
(A) Jump/ Run with deer power

(B) Help animals

(S) Start: Start/Pause

(S) Select: Switch from Pocahontas to Meeko

## TOTEM EFFORT



If this all sounds a little sappy, that's because it is. Pocahontas is a 'responsible', 'educative' game, but too often it only succeeds in being... 'boring'. Although set out like a platformer, the game is also something of an RPG, with Poky and her trusty raccoon Meeko exploring each level to discover which animals are there and how they can help them. Each animal that they help gives Pocahontas a special ability so she can swim, soar and race through forests, across rivers and over mountains. Prologue, the very first level, starts with the two having to make their way up a tree. Despite our undisputed mastery of gameplaying skills it took us ten minutes just to figure that out! Not enough talking to the Buffalo Spirit methinks!

## ROCKS AND RACCOONS

In the game you control both Pocahontas and Meeko by switching between them with the Select button. While this allows for some smart teamwork, it also means that if one walks more than about three paces you have to stop, change, and make the other one catch up. This can prove very frustrating, especially as Pocahontas moves at about half the rate of Meeko, with what is probably supposed to be a proud gait. Sexy hair though – Tia Carrere move aside!

# TAS

## GLADERUNNER

Apart from the slowness of the game, and after the rather tedious first level has been disposed of, Pocahontas does provide some genuinely difficult puzzles. The game's divided into three acts. In the first, the Pokester and pal have to find their way into the chief's long house, before exploring the Enchanted Glade and meeting John Smith. In the second, Pocahontas tries to avert war, and in the third she has to save John from being wrongfully put to death. Fans of the film will certainly enjoy the detailed recreation of the storyline but the rest of you might find it a touch too complicated for the Game Boy.

## RESERVATIONS

Pocahontas does have originality going for it, and it's a rare game that takes the risk of becoming this involved in the subject matter. This doesn't always come off though: the tone can be very patronising, and while education is always welcome in games, lecturing isn't, especially if it's at the expense of gameplay.

## COMMENT - STEVE

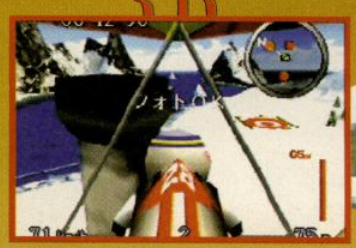
***The only bit I liked in the film involved a canoe, a waterfall and a tree. But that's more to do with my memories of a mis-spent youth in Europe! A lot of people said that Pocahontas made an uncomfortable heroine, and Toy Story seems more of a natural for transfer to game, but a Disney cartoon is a Disney cartoon after all and you can't whack their success. This one doesn't have the believability needed to listen to a talking tree though, and there isn't really anything to get excited about in wandering through a forest in a short skirt. Or am I getting old?***

# PILOTWINGS 64

Time to take to the skies again with Paradigm and Nintendo as we present the second part of our playguide to PilotWings 64. This month we'll take a look at Class A and the three courses that test out your skills as a pilot. In this age of multi-skilled work forces, you'll also have to do a spot of photography, target shooting and balloon bursting.

## HANG GLIDER

The hang glider is by far the toughest craft to control in PilotWings. As there's no engine to keep you in the air, you have to find rising columns of hot air called thermals in order to stay airborne. Thermals vary in size and you can keep a look out for them by checking your radar, where they appear as orange circles. Hang gliding missions start in the freezing cold of Everfrost Island. You'll have to take photos in one and perform an amazing vertical dive in the other.



## MAKE THE GRADE

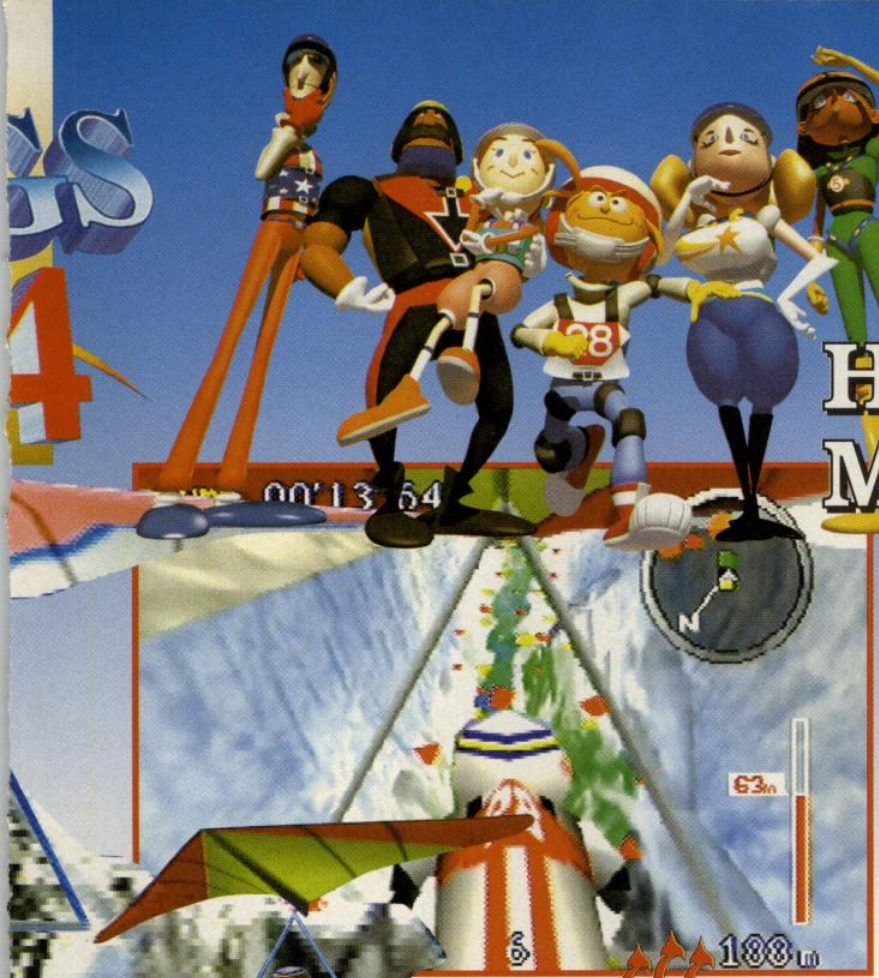
To prove yourself as a true flying ace, it's always a good idea to take note of the scores breakdown at the end of each mission. You'll find that landing each craft is the most important aspect to get right, with landing impact and accuracy the two main areas. The judges are also looking for smooth flying, and any bonus hoops you find are bound to pile on the points. After all the practice you get in the beginners' level, there should be no excuse for missing a hoop or the bullseye on the landing pad!

## HANG GLIDER MISSION 1

In the first Class A mission of the hang glider you'll be required to take a picture of the smoking chimney by the oil refinery. Obviously, the closer you get to the chimney, the better your picture will be. But don't get too close or you're in for a very unhappy landing. You'll need to stay about 80 metres above sea level to avoid the smoke, and once the picture has been taken, you'll find the landing pad just behind it.

# HANG GLIDER MISSION 2

***Definitely one of the scariest missions in the game! At the start you'll see your character taking a short run up to the cliff, then just dive, dive, dive! All the rings in this stage point straight down a sharp cliff and it's your job to go through them all without crashing in to the huge rock at the bottom.***



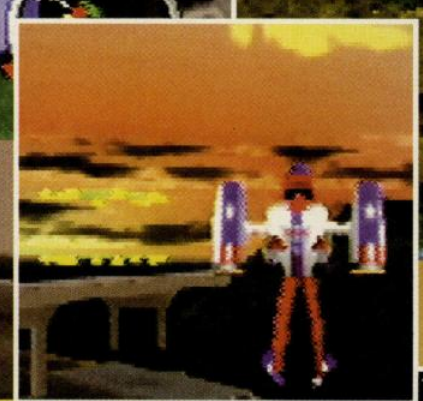
***When you first take this mission it seems impossible to go through all the hoops without clipping the side of the cliff on your way down, and if you do manage to clear all the rings, you've only got a split second before splatter time. The trick to completing it is not to dive too deeply at first, just hold your position and steer the craft through each ring. Just as you clear the last one, pull back and to the left on the analogue stick to miss the rock and find a thermal nearby. Keep on this thermal until you reach about 65 metres above sea level and steer to the left to find the landing pad. This is the only hang glider mission where a heavier pilot will serve you better.***

*While being awkward to handle at first, the rocket belt is the most maneuverable craft in PilotWings, and after the simple tests of the beginners' level it's time to show off your flying prowess in Class A. There are no complicated missions to complete, but each will take plenty of skill and judgement to earn those coveted wings!*

# ROCKET BELT

## ROCKET MISSION 1

*Class A's rocket belt level is the first real test of your rocketeering skills. The course is set in a miniature Los Angeles, where nine rings are situated in different places throughout the city. Going through the rings smoothly will take expert control, and to add to this you only have a minute and a half to complete the course! Some of the rings lie horizontally, requiring a steady hand on the throttle to get through safely. Others are stacked vertically, so you'll have to make swift changes between the normal and overhead camera angles to get it right.*



*We found the easiest way to negotiate these is to fly up to them, and alter your character's position as they get closer so that his or her feet are on the same level as the rings. Keep this position until the character is almost directly under the ring, then switch quickly to the other camera angle just to make sure. Once you've practiced a few times, you'll find it's the quickest way by far.*

# ROCKET MISSION 2

***The second mission involves a spot of target practice. There are six floating platforms leading the way to a landing pad which lies just over the small mound. You've only got a limited amount of fuel at the start but each time you touch down at a target your fuel reserves will increase slightly. You'll make life easier for yourself by using just the green button to power your character, as this activates your thruster at half throttle. Judging the distance between the platforms isn't easy. But, if you approach each one using the normal camera angle then switch to overhead just before you touch down, it'll be easier to negotiate the level.***

*As the gyrocopter is the fastest craft in the game, time is definitely of the essence in the missions where it features. You'll also be marked on the risks you take and the smoothness of your flight. The missions in this level involve racing round the island on a time limit and firing missiles at various targets.*

# GYROCOPTER MISSION 1

***This mission will take you on a guided tour around Crescent Island, which is surrounded by 15 yellow hoops. It's pretty straightforward really, with no harsh environments or obstacles to make things difficult, but you'll have to complete the course in under 2 minutes 45 seconds again to get amongst the medals.***

***The only real test comes halfway through the course. Here you'll have to force your craft up a steep cliff through a narrow gap in the trees to get the hoop at the summit. Then it's a steep dive down to the rest of the hoops. You shouldn't have any problems finding them though, as long as you remember to go left at the start and follow the course round.***





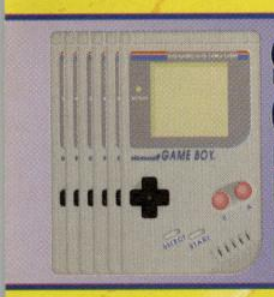


# YOUR CAPTAIN SPEAKING...

***Well, ladies and gentlemen, that concludes the journey through the missions in Class A. Thank you for flying with Nintendo Airways, and be sure to catch the next flight when we'll be taking you through the courses and missions in Class B.***

# GYROCOPTER MISSION 2

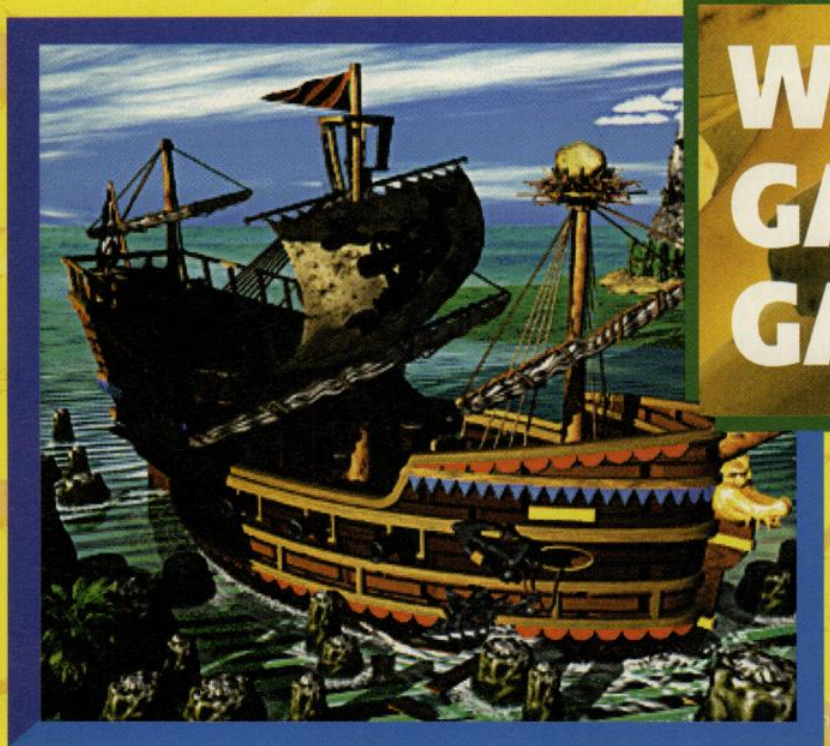
***Another relatively easy mission, this one requires you to shoot three targets which are situated in various positions on the island. This is one of the few gyrocopter missions which is easier by using the alternative first-person camera option, as there's nothing on screen to block your view of the targets. All targets on the course are dead easy to spot, and to get rid of them just press and hold the Z trigger in the middle of the controller to bring up the cross-hairs. As soon as a target is in your sights, just let go of the trigger to release a missile which will blow it up, as long as your aim is good, that is!***



PLAY GUIDE

# DONKEY KONG LAND 2

As we showed you last month, Rare have done us all proud yet again with the release of Donkey Kong Land 2 for the Game Boy. Everything that made Diddy's Kong Quest so excellent on the SNES has been included in the portable version, along with some brand new layouts for the levels and testing new puzzles to rack your brains to bursting point! The only way to tackle a game as mammoth as this is to take it one step at a time so we'll be tackling all of the game eventually but to get you started, here's Will's complete guide to the bonus rooms and coins of the first world: Gangplank Galleon.

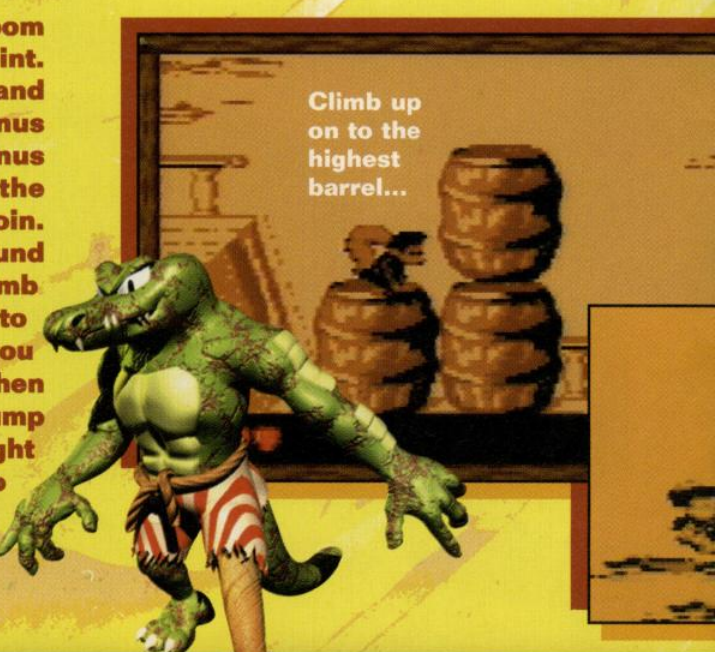


## WORLD 1 GANGPLANK GALLEON

**GANGPLANK GALLEON'S SPLIT UP INTO SIX STAGES AND AS THE BASIC GAMEPLAY'S NOT TOO TAXING, WE'RE GOING TO CONCENTRATE ON SHOWING YOU THE BONUS ROOMS, SPECIAL COINS AND OTHER GOODIES.**

### STAGE 1 PIRATE PANIC

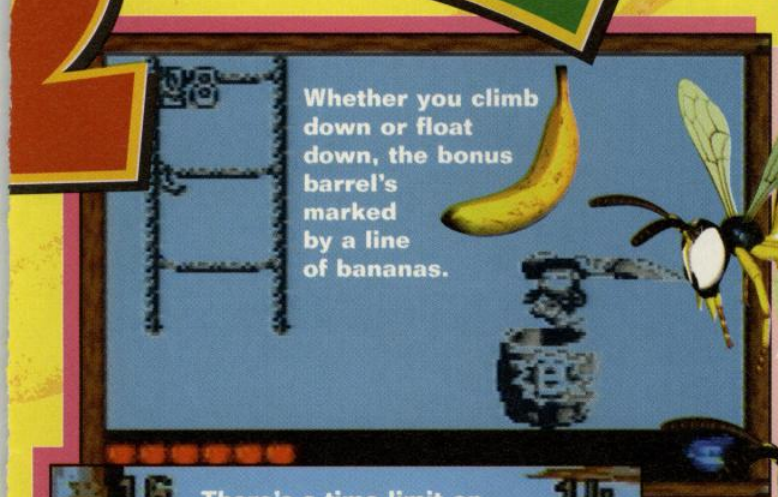
You'll find the first bonus room shortly after the halfway point. Jump on the highest barrel and use Diddy to float to the bonus barrel. Once you're in the bonus room just bounce on all the barrels until you find the Krem Coin. The special Hero Coin can be found just after the 'O' letter. Again, climb on to the highest barrel and jump to the floating one which will blast you straight through the Hero Coin. When you come to the end of the level, jump over the exit target and carry on right to pick up an extra life and two Krem Coins. Right through this level, keep an eye out for Neek the rat and Klomp the one-legged Kremling.

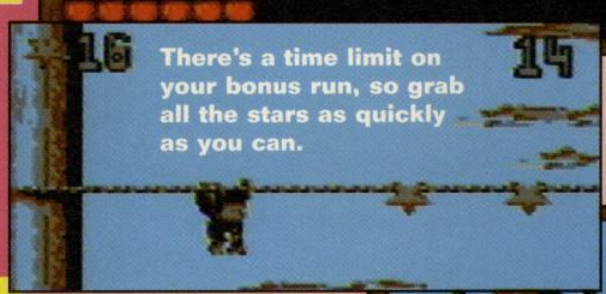


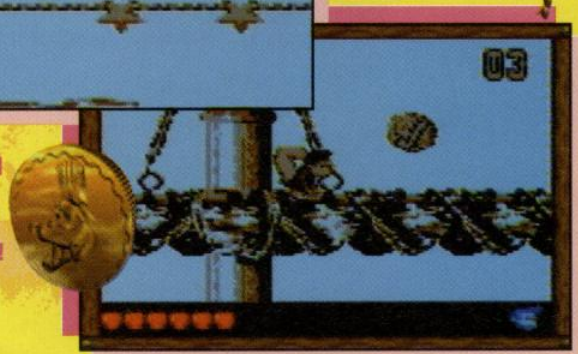
# KONG LAND 2

PLAY GUIDE

## STAGE 2 MAINBRACE MAYHEM

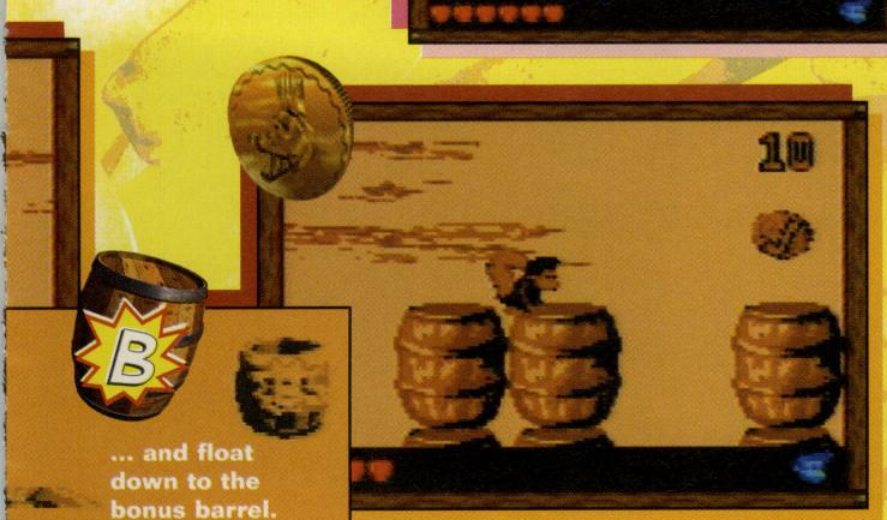


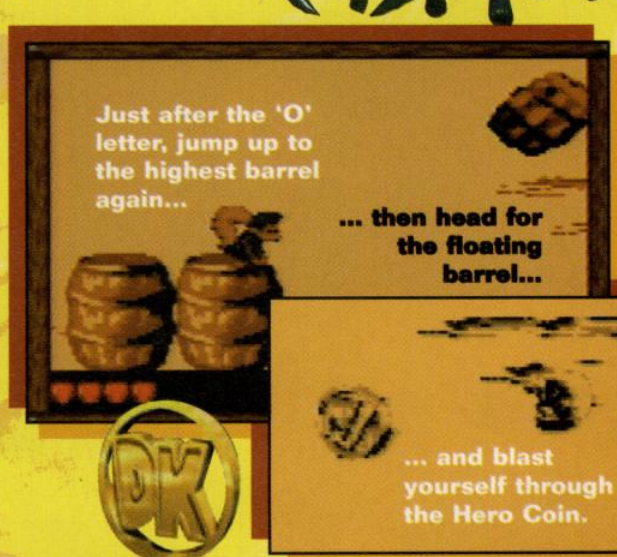



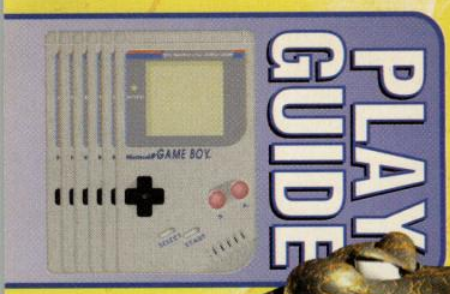

Get them all and a shiny Krem Coin will be yours!

There are two ways to reach the bonus room in Mainbrace Mayhem. You'll find it around the halfway point on the right hand side. Climb down the rigging and you'll find it marked by a line of bananas. You could also select Dixie and float to the barrel from the lower platform. In the bonus game you're under a time limit to grab every star on the course, and we've found that the bonus games are much tougher in DKL2 than its predecessor, so it's more difficult than it looks. It's creepy-crawly bad guys in this stage – watch out for all the Klick-Klack beetles and all the Zingers.



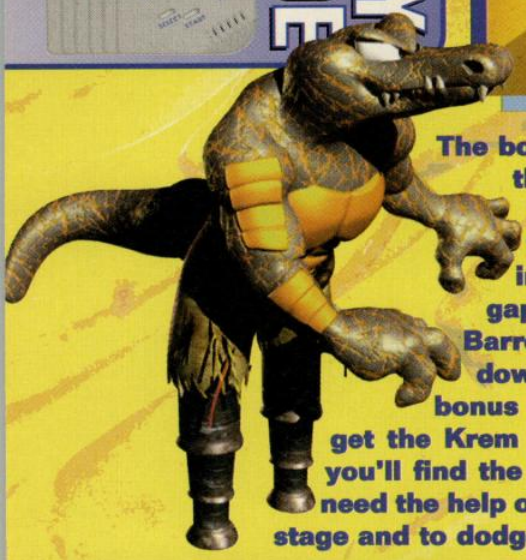

To snare the Krem Coin, just jump up on to all of the barrels and work your way across.


Just after the 'O' letter, jump up to the highest barrel again...
... then head for the floating barrel...
... and blast yourself through the Hero Coin.

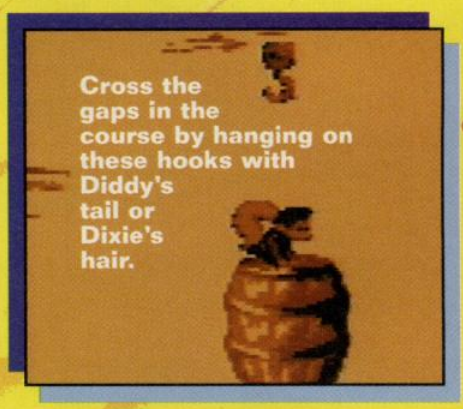



PLAY GUIDE

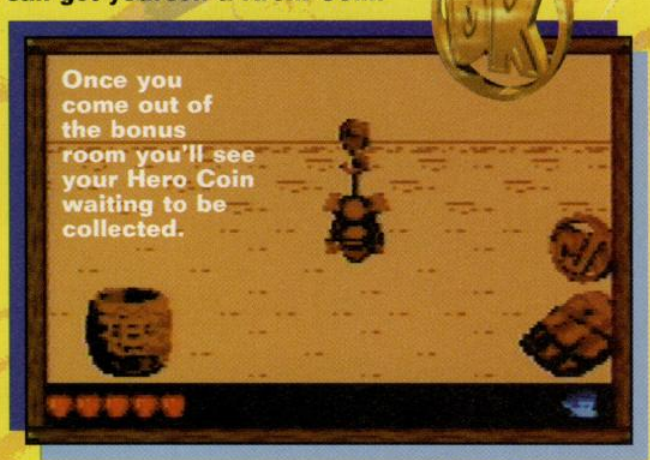
# STAGE 3 GANGPLANK GALLEY



The bonus areas in this level all lie around the same place. There are three big gaps in the course which you need to cross by using hooks suspended in the air. You'll find two of these gaps shortly after you reach the Star Barrel. On the second gap, just drop down off the first hook to reach the bonus room and destroy all the baddies to get the Krem Coin. When you come out of there, you'll find the Hero Coin within easy reach. You'll need the help of Rambi the Rhino to get through this stage and to dodge all the Kaboing Kremlings.

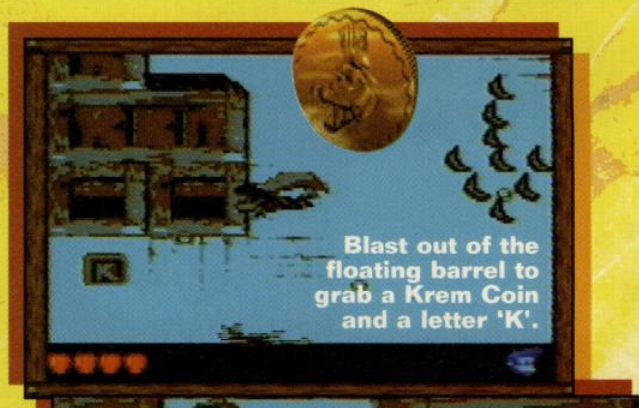


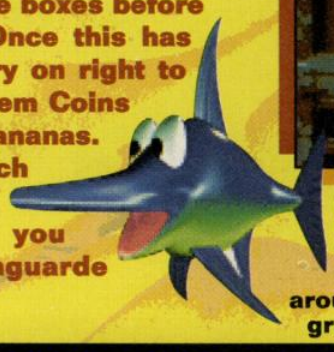
... at the second gap, drop off the first hook and you'll enter the bonus room where you can get yourself a Krem Coin.



# STAGE 4 LOCKJAW'S LOCKER

Time for some underwater antics as Diddy and Dixie dive into the watery depths in search of bananas and bonuses. At the start, go left instead of right and jump up to the floating barrel. Blast out of here to get a bonus Krem Coin and the first letter 'K'. You'll spot the Hero Coin just after you change into Enguarde for the second time, but you need to swim underneath and then right around the boxes before you can reach it. Once this has been collected, carry on right to collect two more Krem Coins and a stack of bananas. Make sure you watch out for Lockjaw himself and that you change into Enguarde whenever you can.



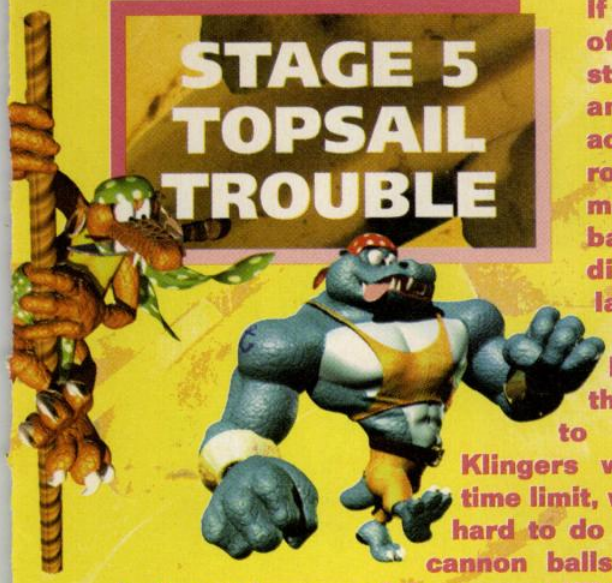


Change into Enguarde for the second time then make your way around the boxes and grab your Hero Coin.

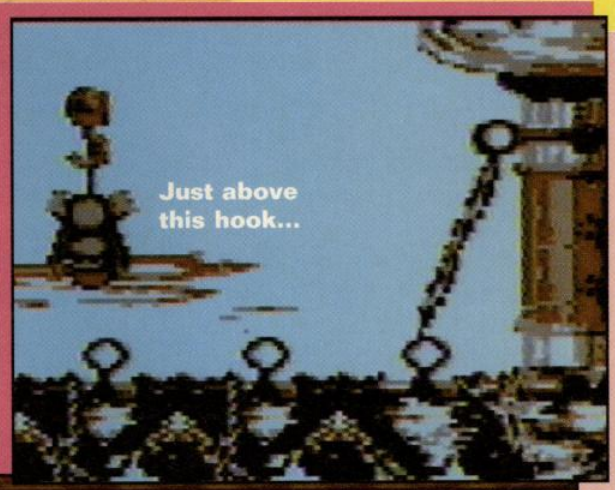
A cash of bananas and two more Krem Coins are here.

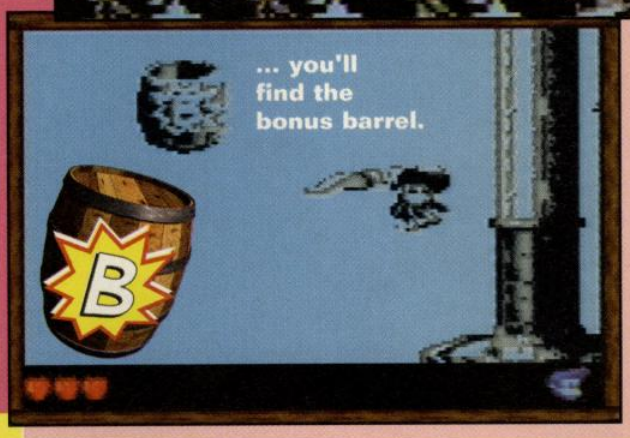
# DONKEY KONG LAND 2

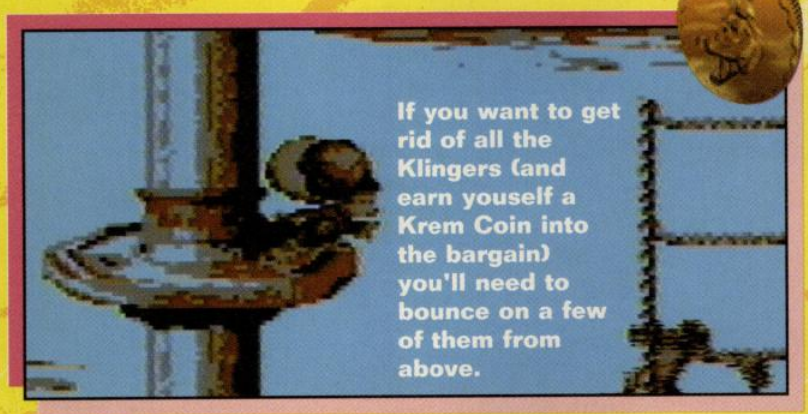
## STAGE 5 TOPSAIL TROUBLE



If you go left instead of right from the start, you won't have any trouble in accessing the bonus room. On the far left mast the bonus barrel is located directly above the last hook, so you can jump up from here or jump from the mast. You'll have to destroy all the Klingers within the allotted time limit, which can be pretty hard to do if you just use the cannon balls. Instead, use the balls to take care of the nearest Klingers, then climb on to the rigging yourself and bounce on the rest. A shiny new Krem Coin awaits the successful. As well as Klingers aplenty to contend with, stay on the lookout for the odd Kruncha as well.

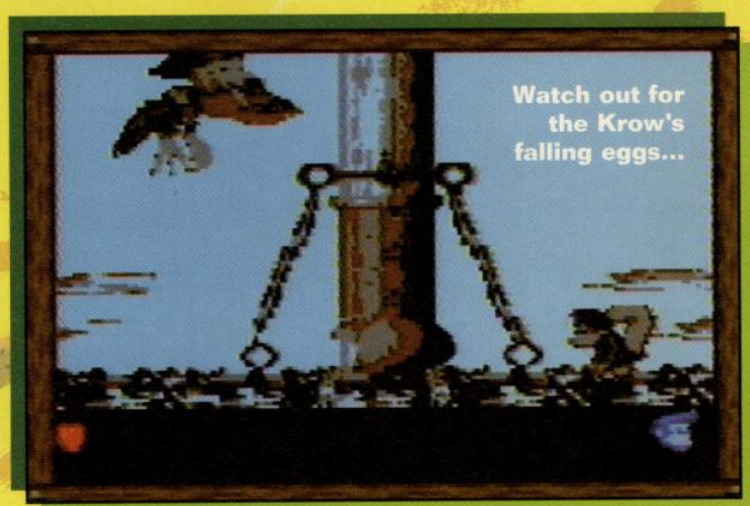


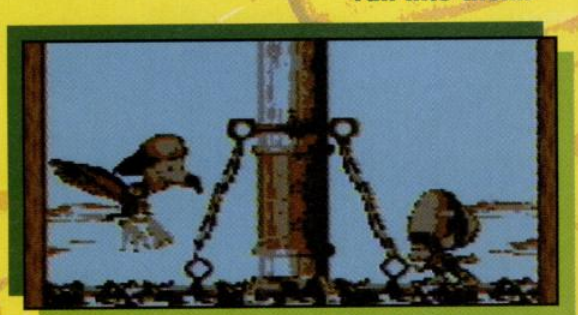


If you want to get rid of all the Klingers (and earn youself a Krem Coin into the bargain) you'll need to bounce on a few of them from above.

## STAGE 6 KROW'S NEST

This stage is essentially the same as its 16-bit counterpart, so jump over the Krow first and wait for him to drop an egg to the floor. Wait for the egg to stop moving or you'll lose a life, then just pick it up and wait for the Krow to run into it. After a couple of direct hits, eggs will start falling from the sky. Hold down the B Button to quickly dodge them and wait for one to come to rest on the platform. Four or five direct hits should see off the Krow.



... then pick 'em up and let the Krow run into them.

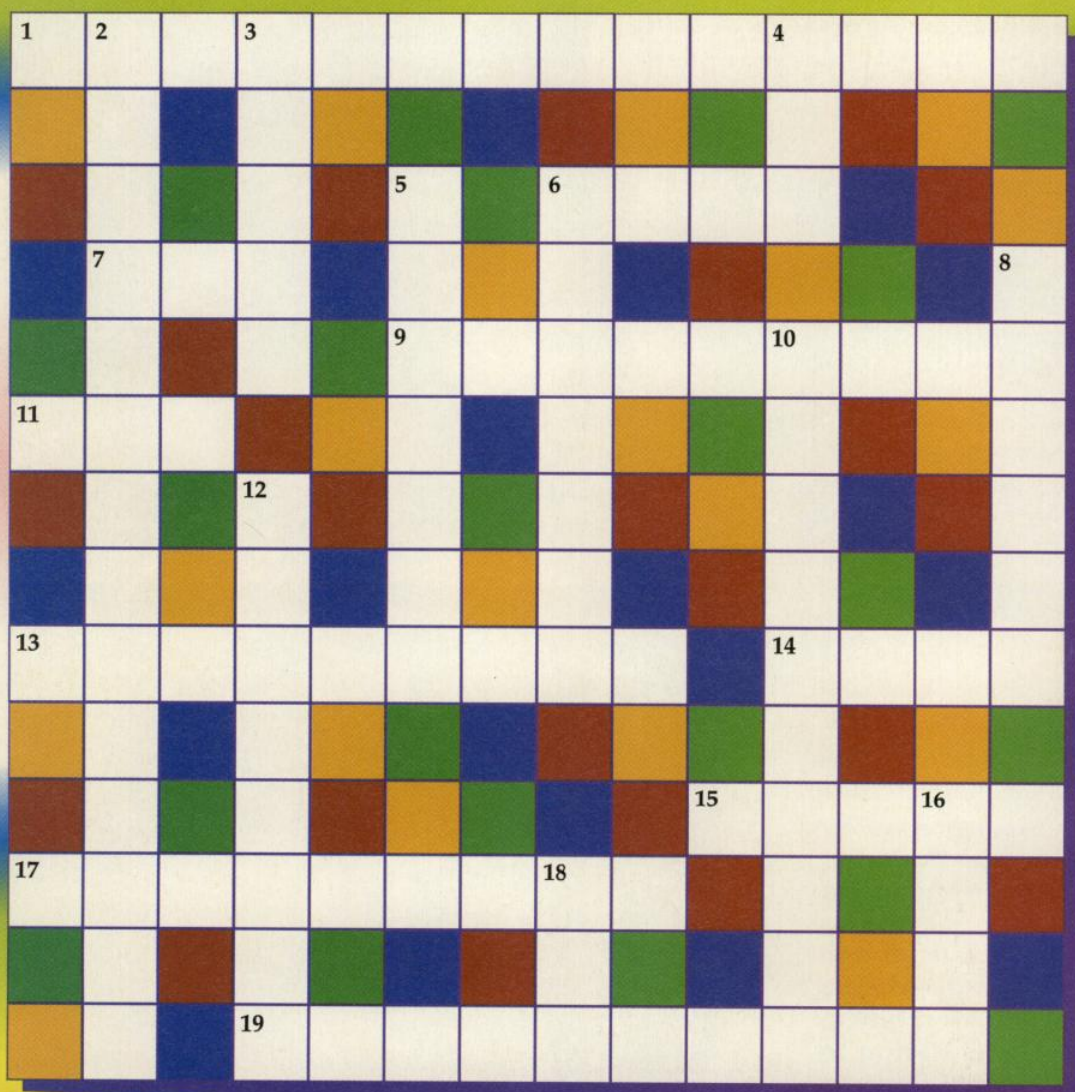


DONKEY KONG LAND 2

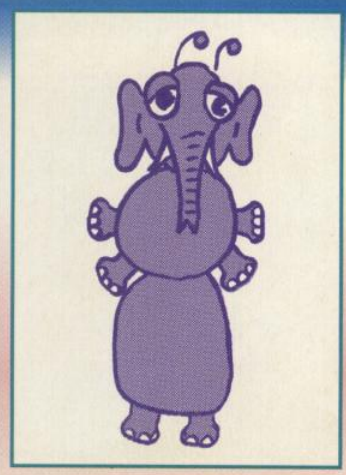
THESE TIPS AND HINTS SHOULD SET YOU WELL ON YOUR WAY THROUGH THE NEW GAME BOY DONKEY-FEST. CHECK OUT NEXT MONTH'S PART FOR THE LOWDOWN ON THE SECOND WORLD – KREM CAULDRON.

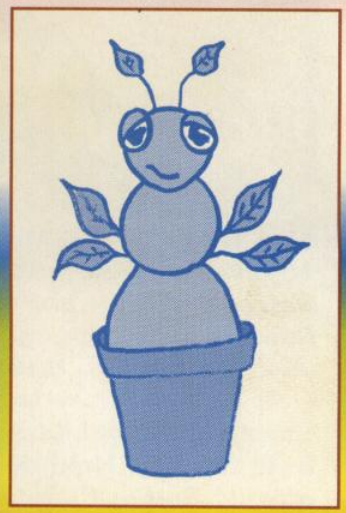
# Just For Fun

**Go and have a laugh why don't you? We thought you might like a few devilish and not-so-devilish puzzles to keep you occupied in the hours between darkness and dawn. So we've banged our heads together round the communal trough and have devised these small quiz-ettes for your entertainment. Nothing too serious, nothing to send in or compete for, and if you do get stuck the answers are lying about somewhere in the dark recesses of this magazine.**



## NAME THAT ANT!





### ACROSS

1. Extinct species-catcher. (14)
6. Spiky-haired NMS reviewer. (4)
7. Cruisin' – – – (3)
9. We all want one, NOW! (9)
11. Earthworm – – – (3)
13. Looks like precious metal. (9)
14. Wario – – – – (4)
15. Pink thing that annoys Dedede. (5)
17. The universe isn't too big for this toy. (9)
19. – – – – – – – – – – Shell. (5-2-3)

### DOWN

2. Don't you get the impression that everything's taking ages? (8-2-4)
3. Softwave company. (5)
4. The sister knows. (3)
5. It's: impossible. (7)
6. How would you feel about separating? (7)
8. Exotic flower kicks ass. (6)
10. The last battle. (5-5)
12. Death to the – – – – – – – ! (7)
16. Skull is nothing but – – – – (4)
18. Has six legs and appears monthly. (3)

# Quickfire Kwestions

1. Who's the President of Nintendo America?
   A. Martin Lincoln
   B. Howard Lincoln
   C. Abraham Lincoln

2. What year was the NES launched?
   A. 1983
   B. 1985
   C. 1987

3. What's Mario's occupation?
   A. Plumber
   B. Painter
   C. Pizza delivery man

4. Who is Mario's brother?
   A. Wario
   B. Paolo
   C. Luigi

5. Who played Mario in the film 'Super Mario Bros?'
   A. Burt Reynolds
   B. Danny de Vito
   C. Bob Hoskins

6. Where does Link live?
   A. Lorule
   B. Middlerule
   C. Hyrule

7. Where does 'The Secret of Evermore' start?
   A. Kerplunk
   B. Podunk
   C. Begunk

8. Who has an eye patch in Killer Instinct 2?
   A. T.J. Combo
   B. Jago
   C. Spinal

9. What is the hero of the Castlevania series called?
   A. Simon
   B. Peter
   C. Colin

10. Which software developer was responsible for Earthworm Jim?
    A. Capcom Co.
    B. Ocean Software
    C. Shiny Entertainment

11. In MK3, who is the player who appears on the character select screen, but who cannot be played without special codes?
    A. Smoke
    B. Fire
    C. Death

12. Which of these will be released with the Nintendo 64?
    A. Flyfishing TE 64
    B. Noah's Ark Turbo 64
    C. Super Mario 64

13. Which game on the N64 is based on an ancient Japanese game similar to chess?
    A. Shago
    B. Shogi
    C. Japanese Checkers

14. Which of these has a SNES boxing game named after him?
    A. George Formby
    B. George Foreman
    C. Guy Forget

15. What's the name of the large yellow flying creatures in Donkey Kong Country and Diddy Kong's Quest?
    A. Buzzers
    B. Stingers
    C. Zingers

16. Who's the clown wrestler in Wrestlemania – the Arcade Game?
    A. Krusty
    B. Doink
    C. Coco

17. Wave Race involves which water craft?
    A. Jet-skis
    B. Pedalos
    C. Yachts

18. Which of the following is a basketball game on the SNES?
    A. NBA Wash 'n Go
    B. NBA Hit 'n Run
    C. NBA Give 'n Go

19. Who is the Power Rangers' enemy?
    A. Dr. Exx
    B. Professor Why
    C. Lord Zedd

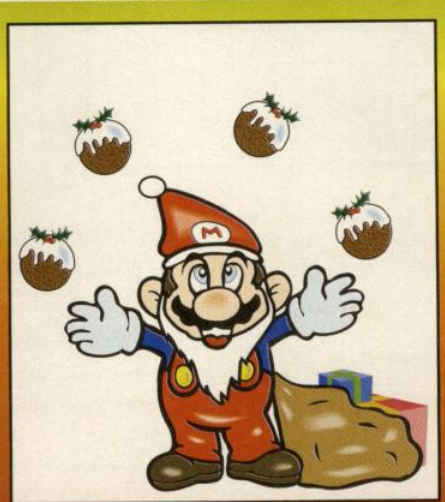
20. The original name for Tetris Attack was...
    A. Planet Tetris
    B. Paneru Gopon
    C. Tetris Max

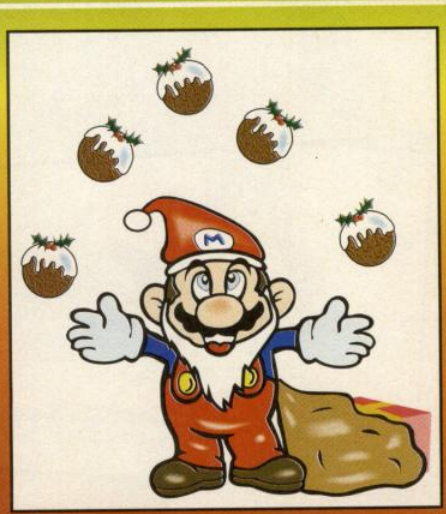
## And the difference is...

There are seven changes in the picture on the right.

While away the minutes and scribble on your mag with a pen.

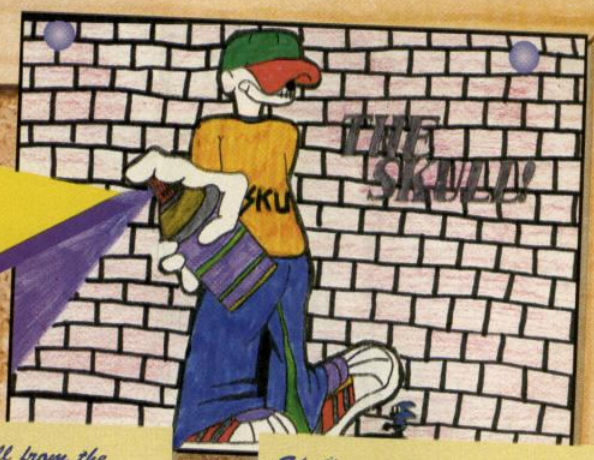
Go on, why not?





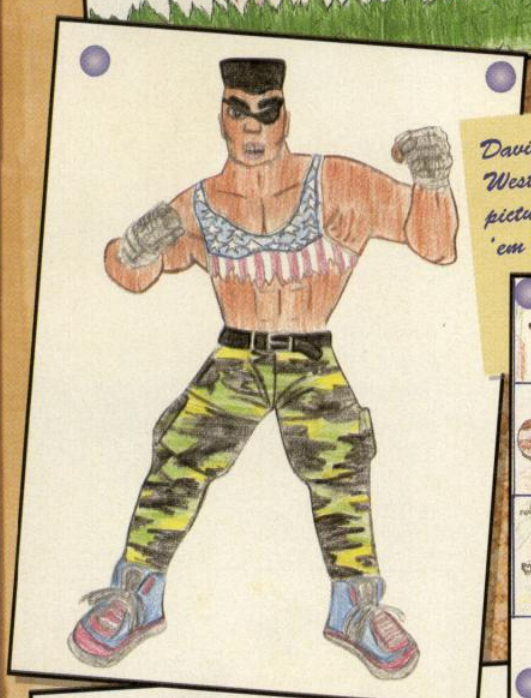
***All the answers appear on page 62. No peeping!***

# Art Attack



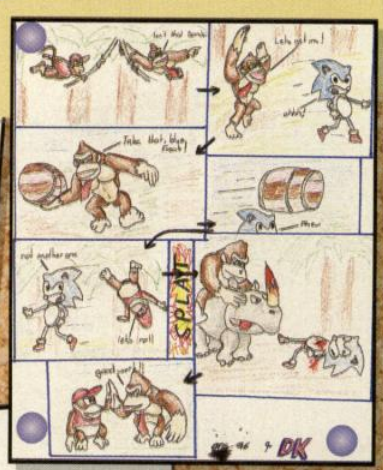

Take another overspill from the Mailbag and Skull's Graveyard. Add some competition entries that didn't quite make it but which were so good we had to find a space somewhere. Stir. Flavour to taste. That's the Art Attack page!

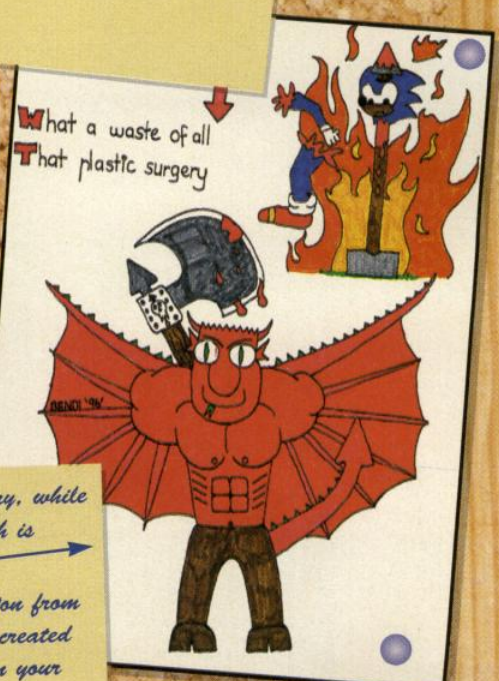
Skull appears in many different guises. Here's a couple that span the extremes.
This one's from J Rappell, SA.
No name on the other!

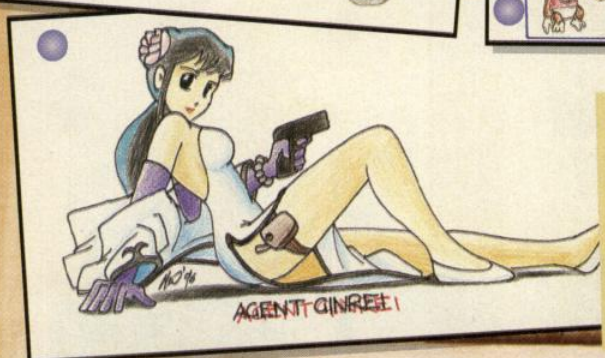


David and Andrew Hamilton from Western Australia sent in a heap of pictures. Not enough room for all of 'em but here's a bit of the best.

Morgan Dickson's "Wild Squitter" goes for it!



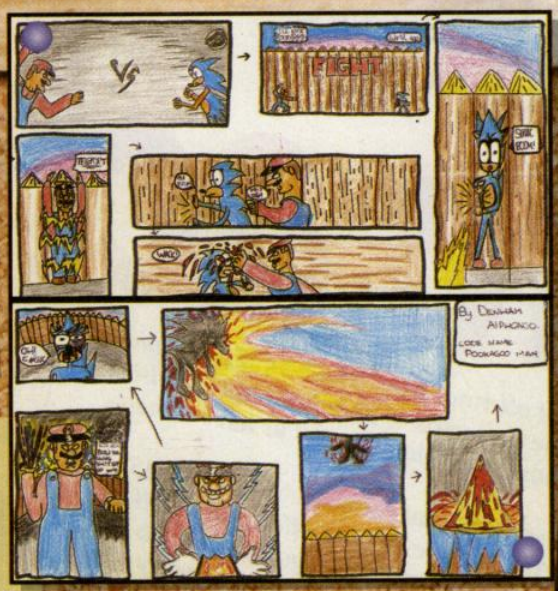



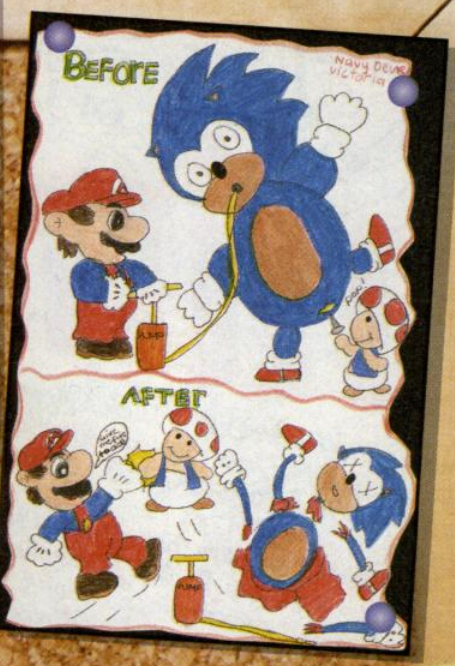

Otis continues the Kong story, while Brendan Rooney from Perth is responsible for this!

Anime fan Mark Withington from Bathurst NSW lovingly recreated Agent Ginrei. Well done on your video win too, Mark!

Daniel 'Doom' Lukac, SA.

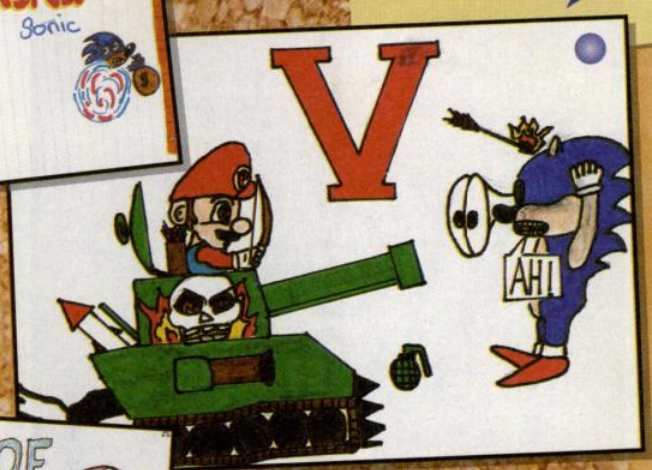



Comic timing from Pookagoo Man, and a Funky figure for the ever threatened Sonic.



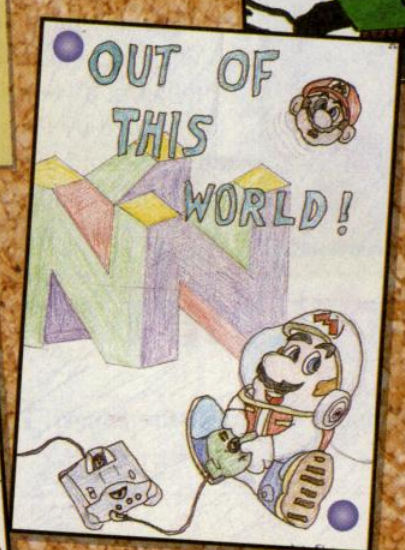

Pump it up!
Navy Oeur, Geelong, Vic.

In war, keep the balance right.
Michael Zuince, SA




Trumin Campbell, Qld. Let me tell you: the Skull is pleased!

Mark Withington's Giant Robo entry was definitely one of the best of the rest.




This guy'll make your eyes water!
Jordan Bang, Seaford SA.

...and into the next. Lyndon Slavin's idea of sheer heaven is shared with others who've played the N64.

ENZO'S ESSENTIAL GUIDE TO THE WORLD OF JAPANIMATION!

# anime action

## OUT THIS MONTH

Greetings my fellow Otaku! There's plenty of offerings from MadMan Entertainment to keep us satisfied again this month with the next parts of both Bubblegum Crisis and You're Under Arrest. And once again those MadMen have let us have some copies to give away!

You'll probably also notice that we've got some more local anime clubs to let NMS readers in on the cheap. Back in November ADP Anime in Perth offered us $1 off the entry price to all their screenings. Jumping on the discount bandwagon this month are Canberra Anime Society and the Northern Territories Japanese Animation Society who are also both offering $1 off. Bargains ahoy!

## YOU'RE UNDER ARREST!

Episode 3: "Love's Highway Stars"
"6th January. $19.95. 'G'. 30 minutes.

Romance is on the rocks when Yoriko, Bokutoo Precinct's gossipy despatcher, spreads the word that Miyuki is going to attend an 'Omiai' matchmaking session. Will this dire news finally spur the terminally tongue-tied Ken into asking Miyuki for a date, or will Natsumi have to browbeat him into the dire deed?

Of course, Yoriko's got it all wrong! Miyuki isn't going on an Omiai. It's much worse than that! Can Miyuki resist the charms of the stranger from her past? Can Natsumi deliver Ken from the depths of depression? Can the Captain combat the soap-opera snafu that's destroying precinct productivity? And can anyone get Yoriko to just shut up?!"

## BUBBLEGUM CRISIS

Volume 3: "Blow Up"
6th January. $24.95. 'M'. 30 minutes.

"The Genom Corporation's new plan for the 'Urban Renewal' of MegaTokyo involves the use of combat 'Boomer' androids to terrorise the population and induce them to sell their land cheaply. In other words, it's business as usual at the world's largest company. Meanwhile, Mason, the sinister Genom executive whose plans have twice before been thwarted by the Knight Sabers, is determined to discover their secret identities and destroy them once and for all. When Genom accidentally kills the mother of a young boy who has been befriended by Priss, reason can no longer hold emotion in check, and the Knight Sabers launch an attack on Genom's huge, monolithic headquarters... and face a final confrontation with Mason at its very summit."

## MADMAN ANIME ENTRY FORM 3

I just can't stop these guys offering me free vids each month so because the Ed won't let me keep 'em, I have to keep offering them to you lot. So, as usual, just answer this really hard question then fill in your details and get it in the post to me by Friday 31st January 1997. The first 10 names dragged out of the kimono will get a copy of You're Under Arrest! Volume 3.

Who is Bokutoo's resident gossip-monger? _____

Name _____ Age _____

Address _____

Town/City _____ State _____

Postcode _____ Phone _____

send to:
MADMAN ANIME COMP 3, NMS Magazine,
PO Box 14225, Melbourne, MC Victoria 8001.

# CLUB SCENE

**Here's all the latest news and contact information for local Anime and Manga fan clubs around the country. If you know of any others I've not included then send me the details by post or email (addresses on the Mailbag page). If you do send me any club information please make sure you include details of where you're based or where you meet as we like to try and include club info by State.**

## ACT

### Canberra Anime Society

The Canberra Anime Society meets for screenings every three weeks at the University of Canberra Union Theatre. It'll cost you $4 to get into each one (unless you use this voucher of course). They've no firm screening plans for these dates as we go to press but go along anyway and see what's happening.

If you want any further information you can contact the Society by writing to David Geeves at PO Box 89, Scullin, ACT 2614 or you can check out their Web page which you'll find at http://www.tpgi.com.au/clientp/rin/cas.html.

**$1 OFF** NMS READER DISCOUNT — This voucher entitles the holder to $1 off the entry price of any showing at Canberra Anime Society.

## QUEENSLAND

### Anime Australia

Based in Brisbane, the club meets on the first Sunday of every month at 10.30am at Floor 2, 99 Elizabeth Street, Brisbane. Annual membership is $5 and each meeting costs $2. Their postal address is PO Box 464, Toowong, Qld, 4066 or you can email them at adathono@cc.uq.oz.au.

## VICTORIA

### Melbourne Anime Society

The society meets every second and fourth Saturday of the month from 1pm to 6pm to watch Anime, talk, and read Manga. They don't schedule specific things to view as they like to show whatever they can get hold of but titles in the offing over the coming months or so include Irresponsible Captain Tailor, Nadia of the Mysterious Seas, Evangelion, Gundam 8th MS Platoon and Fushigi Yuugi.

Annual membership is currently $36 (half price if you're a student) and this includes borrowing rights of the society's loaning collection. More info from Robert Thompson at PO Box 247, Glen Waverley 3150 or email at: Robert.Thompson@dbce.csiro.au.

## NORTHERN TERRITORIES

### Northern Territory Japanese Anime Society (NTJAS)

Founded mid-'94, NTJAS hold screenings each Sunday in the main auditorium at the NT University Casuarina Campus. They start at 6pm and usually last three hours. The entry fee is $4 but if you join the society (annual fee $5) it'll only cost you $2 for each screening. If you're a Uni student you can get in for $3. Of course, with this month's voucher you can get $1 off!

For more info on what's being screened and some general clubby stuff contact the following by email. Royce Foo (President): foor@acacia.ntu. edu.au Mark Moore (Treasurer): markm@it.ntu.edu.au Michael Kosmidis (Secretary): mkosmid@acacia.ntu.edu.au. Joe Parry (Vice-President): djp@it.ntu.edu.au. Alternatively you can check out their Web page at http://morinda.ntu.edu.au/itss/societies/NTJAS/ntjas2.htm.

**$1 OFF** NMS READER DISCOUNT — This voucher entitles the holder to $1 off the entry price of any of the showings at NTJAS.

## WESTERN AUSTRALIA

### Japanese Animation Fans of Western Australia

JAFWA started about five years ago when a group of friends used to get together and watch videos. Since then things have snowballed and they now regularly have about 120 people at each screening!

They try to cater for everybody and show a real range of stuff (most of which is subbed not dubbed) and meet every Saturday between 5pm and 10.15pm (except for the first Saturday in the month), at the Weatherburn Lecture Theatre, University of Western Australia. Admission is $3 on the door. You'll need to check with one of the organisers to confirm what's on and when.

You can get more from Tom Edge at 38 Dilkara Way, City Beach WA 6015 (email: tom@gmbcs. com.au) or Michael Beckmann at PO Box 801, Fremantle WA 6160 (email: michael@gmbcs.com. au). JAFWA also have a Web page and you can find it at http://www.iinet.net.au/~gmb/jafwa. html. There's also an FTP Archive where you can download stuff (ftp.iinet.net.au/pub/art/anime).

### ADP Anime

ADP Anime are a well established group who recently celebrated their 5th birthday. They meet every Sunday fortnight at the High Wycombe Family Centre between 12 and 5pm. They screen everything from old favourites like Ranma and Whimsical Orange Road to all the latest and alternative titles such as Armitage III and Ghost in the Shell. Check them out. You'll find them at 104 Edney Rd, off Newburn Rd, in Perth and the entry fee of $3 includes a set of synopses, a raffle ticket and free tea and coffee. Take along the voucher below to prove you're an NMS reader & you'll get in for $2!! It's a promise. ADP welcome new visitors and they'll soon have their own fanzine. If you want information on what's happening and when, contact the organiser Greg Phenna at 68 Golden Cres, High Wycombe, Perth, WA 6057.

**$1 OFF** NMS READER DISCOUNT — This voucher entitles the holder to $1 off the entry price of any showing at the ADP Anime Club, Perth.

# WINNERS!

The following are the lucky few who scored a copy of **You're Under Arrest!** Volume 1 in our Madman Anime Competition back in issue #44. The answer, of course, was Bokutoo Police Department.

**Mark Withington**, Bathurst, NSW. **John Fulford**, Kempsey, NSW. **Adam Lee**, Castle Cove, NSW. **Ryan Linnegar**, Tumut, NSW. **James Anderson**, Lockyer, Albany, WA. **Jared Brown**, Riverwood, NSW. **Bjorn Peters**, Wallaroo, SA. **Andrew Woo**, Arncliffe, NSW. **Sascha Kenny**, Adelaide, SA.

# Kiss me, kiss me! Mail Bag

Kiss me, again!

*When I was small we had a thing called Aunty Jean who would entertain us with her fingers and voice. Oh that voice! When I think back to Willie and Tinga and all the others, I can't see the Wombats and Koalas, but that voice haunts me still. I dreamt of being under the table in front of Jean, operating Tucka and listening to her warm tones. Skippy was another one, and Flipper, his half-sister. And the Magic Boomerang – I had one but mine wouldn't work properly. I threw it towards the east and prayed, but it just hit an old woman on the shoulder and she wasn't as pleased as you might expect. Her voice was different from Aunty Jean's I seem to recall...*

## JAPAN KNEES

Yo Les,
I simply love the reviews you give on Mario 64 and they have really helped me through it. That's right. I have played the Nintendo 64 already, as my brother's friend in Sydney got one imported from Japan. I played Mario 64 and there is only one thing I can say about it... SICK - @!**$*@ SICK!! The graphics are... unbelievable and the amount of levels and their difficult secrets are amazing. The bosses are hard to beat at first, but when you get to know them they're pretty easy. I've also played PilotWings 64 and it's totally wicked! It has smooth graphics and is a real challenge. The only problem is, it's all in Japanese, so when you talk to the creatures in Mario 64 they give you a mouthful of Japanese and you can't understand a word it says. Well, all I can say is this. If another company like Sony or Sega tries to make a better console then they have one hell of a competition, and you know you will get first prize.
Your Pal,
Nathan Muniz

*I think I'd rather like it in Japan. I could wear one of those white things and have a belt tied around my waist with things sticking out of it. I've always wanted to go over one of those bridges on the blue china too, just to see where it goes.*

## SISTER BURNS

Dear Les,
I am the unfortunate older sister of Mr. Burns, Left at Hell (issues #42 & #43). I'm writing to apologise to you, Spineman, Mitchell Clifford, Simon, Pisces and Bindi. All of you were victims of his watchful eyes. Bret Hudson (#37), you're a sexist $*@!! Pisces and Bindi (#40), you go girls! Ben (#43), you really know your love letters, you real lucky. Ben, you are cute. Emma Backhouse (#42), control your language please! Anyway, I'm off to play Mr. Burns and my SNES now. So long!
Nikki Burns aka Chun-Li,
Bribie Island, Qld

*Be careful when you are related to people. I was once, and look what happened to me!*

## LUVVAS

To Les,
Not so long ago I walked into the newsagents and went to pick up my usual copy of NMS, this one being #43. Flicking through the pages until I got to your page (first, as always), I look at the first letter and lo and behold, there's a letter addressed to me (and after your smart-arsed reply)! While the rest of my friends are in love with Ben's lustful words – and you can hear them shrieking in the background as I write this – I'm not so sure. For one, how does Ben know I have a soft cheek? Huh? And two, I don't have a bedroom, I sleep in the lounge room, so I guess the wind will have to whisper 'I love you' through the balcony door. But OK Ben, you've won me over! I'll give the message to the wind to tell you I love you too, or you can just read this letter. Such beautiful words written in such a way makes a girl's heart... aah, yes.
Ahem, where was I? Mr. Burns - could you please (I'm asking nicely) stop writing in about people you wouldn't have a clue about and stop describing yourself e.g. coward, ape, dickhead, cow (#40) and loser and dickhead again (#42), although I did agree a bit about the posters, marvel comics etc. Well, I must go now. I have to shut my friends up and tell them that Ben's mine.
Bindi.
PS – Les, you're a legend, stop fighting with Skull. Watcha look like? Ed censored your picture!!

*What do you look like? It is true that the picture I submitted was a bit coarse. Still you wouldn't want to see me without my harness would you?*

WARIO'S BEST DAY EVER!
A KILMARTIN
VIC.

PAT'S BACK!

## RELIGION

Dearest Les,
I almost feel sorry for those poor saps who actually like Sega. Just saying the word almost gives me a stroke. Who could stand those little s%@$s Sonic and Tales? I religiously play my SNES every day and would never think of purchasing Sega. I once played Sonic (which I regret) and after a few agonizing minutes had a sudden urge to throw my fist through the TV screen. My cousin has a Mega Drive and I'm considering killing him, is that the right thing if you refuse to live in a world of Sega fans? My question is, why are you and Skull enemies? You both work together.
Yours Sincerely,
Louis Wickman

*We're not enemies, are we? Oh yes we are; how quickly I forget! I wouldn't kill your cousin if I were you; you might end up in here with me. That old guy with the different coloured eyes that sits and looks at me all day from his corner killed someone once, and it didn't make him any more attractive. Just louder at feeding time.*

MARK WITHINGTON - WORTH WITHERING.

*We stick it where it'll fit! So there!*

## SKELE-TONS

Dear Supreme Lord Les,
For years now I've been studying the acts of Skull. I have always been fascinated with the way he answers people's questions, the places where he puts his pictures of Sonic's head being ripped off and the setting out of his two pages. But nothing really interesting happened until you came into command of Mailbag. It was then that I noticed that Skull was acting a little stranger than usual. That was when most of my studies began. I stayed up late looking for clues. I went to libraries all over Australia trying to find something that would help me on my quest. I also surfed the Net and watched lots of documentaries on skeletons, I was about to give up when I stumbled on a breakthrough. I held up my infa-red torch to Skull's pages and secretly written there was the location of the DSV base! Being a curious fellow I travelled to Skull's main base. Alone, I penetrated his defence lines and broke into his secret files. In these files I found some very important stuff you'll want to know about. Skull is planning to take over one of the next five issues of NMS and plans to kill you in a number of steps. First he will ask you to join his DSV clan. Next he will promote you in the DSV ranks and pretend to be your friend. Thirdly, he will invite you to a banquet in your honour where he will poison your food, and if anything happens to screw up the plan you will be shot on the spot. But don't worry, as I have called up 10,000 of your followers (all with military training) to form a team of warriors called L.E.S, whose mission is to destroy Skull, the DSV cult and to protect you with their lives.
L.E.S High Priest Samin, Gold Coast, Qld

*Good heavens! Just as I thought I was safe, devious forces are at it again! Keep me informed and I'll keep on my toes for as long as I can stand it. I might topple at times, but I've been practising my balancing since the rooftop and bananas incident.*

## PICK OF THE CROP

Dear Lesliee,
I've got some complaining to do about complaints.
Frog – go jump in a lake. I hope you croak.
Mark – NMS just isn't your zone... go make your MARK somewhere else...
go OPEN a shop on the SHORE somewhere or something.
Me – I've got a girlfriend, now go buy yourself a name and an inflatable toy of some description...
Daniel Best – Does your mum make the BEST pizzas? Asterix bites, go get a life, go eat a pizza, you CHEESE.
Lewis – who cares about your parasitic infestation?
D Murphy – go Drool over your own anus you fuzzy person you.
Playboy – What kind of mags are you into? PLAYBOYS maybe?
Moose – the KI King, S Auckland, NZ

PS I had a bet with my local Nintendo gaming fans that you wouldn't print my letter so please don't print my letter otherwise I'll owe them lunch.

*Poor old Lewis has my every sympathy, although I understand it has spread further up his legs since the last time. D Murphy should be in the circus with an act like that!*

## MR. ANGRY KNICKERS!

Dear Mailbag,
I'm a prickly li'l 13 year old who'd like to give a few frank contributions to ya rad mag.
To support 'OBSESSION' #44 – BOrchid isn't a babe even in principle, nothing but the creation of some girlfriendless mind. So if you're obsessed with her like so many, get a life or a Playboy mag. Loser!!
To Frog, also #44 – Get out of our mag sicko. I ain't one of them 'Save the Wildlife' supporters. We wouldn't give a hedgehog's prickle!
I.B. Brisbane, Qld.

*Are you two in league? Froggie was a sad sicko, 'tis true, but people with obsessions should be treated with utmost care and often given chewy sweeties.*

ANDREW NELSON NSW
STUFF YOUR FUNKY STRUT.

*Out with the old and in with the new,*
*Nursie's cooking donkey stew,*
*The vicar preaches in the pulpit,*
*I don't mind – he's talking French.*
*– Les*

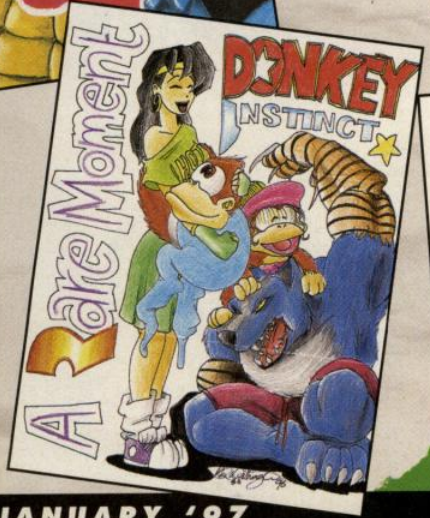
THOMAS FOWLER, Vs.

*Please release Les, let him go...*

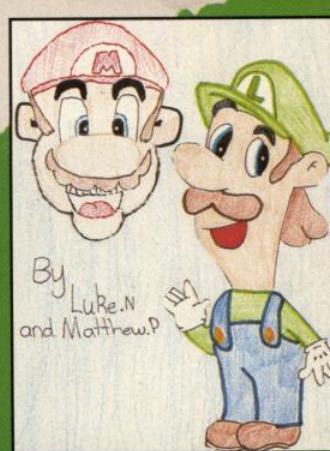
**Les, NMS, PO Box 14225, Melbourne, MC Victoria 8001**

**email: catalyst@popmail.dircon.co.uk**

MADAM P'S BACK WITH HER NUDE DRAGON!



CAMERON McEVOY MAKES ME SCREAM!




LUKE & MATTHEW, NSW

## CATCH ME A TUNE CATCH ME A VERSE CATCH ME BEFORE I GET CAUGHT BY THE NURSE

*It's my belief that there's no music in the world. In my day there was a tune you could hum along to, some deep deep words and a good chance to jig like a pig. Can we hum at Alanis Morissette? Will the Spice Girls let us share their vowels? Is Peter Andre any good for pig-jigging? I wonder! Let me know before I wonder off the map.*

SO? WHO'S BEEN HAVIN' A GO THEN? IF YOU'VE GOT SOMETHIN' TO SEND IN TO ME THEN SEND IT; I'LL READ IT, WIPE WITH IT, TORCH IT AS I PLEASE. BUT PUT YOUR NAMES ON THINGS SO'S I CAN COME ROUND YOUR 'OUSE AND SEE IF YOU'RE REAL! IF YAS DON'T WANT YOUR NAMES IN THE MAG, SAY SO. IF YU WANT AND NEED ALL THE PUBLICITY YOU CAN GET, SAY SO! BUT DON'T SEND IN CRAP, AND DON'T HIDE BEHIND THE SHAPE OF SOME OTHER POOR SOD IF YOU'RE TOO CHICKEN TO STAND UP YERSELF.

KICKIN' TIME IN THE GRAVEYARD! I'VE CUT THE GRASS AND BLEACHED THE STONES IN TIME FOR THE HOLS. NOW IT'S OFF TO A SUMMER OF LAZINESS AND DEBAUCHERY FOR A WHILE, LETTIN' OTHERS DO SOME WORK FOR A CHANGE.

To Mighty Lord Skull,
I am saving up for a Nintendo 64 and I was wondering if you could answer a few questions:
1. What do you estimate the price of the N64 to be when it's finally released in Oz?
2. Do you think a game will be included with the console? (eg. Mario 64, PilotWings)
3. Will Shadows of the Empire be released around the same time as the console?
4. What will be the cost of an N64 control pad?
5. Can I join your cult?
Yours Sincerely,
Darth Vader's Personal Imperial Trooper

PS – You should run for Prime Minister and kick all the Les's out of Australia and bring in all the babes!
PPS – Waiting for the N64 sux.
PPPS – How's Clumpy, Sheila, Cactus Rolf, Fluffy and the rest of the gang?

*1. Keep saving up, Trooper – The N64 hardware pack has a planned retail price of $399. This'll include the console, hand controller and all the adaptors and stuff to get it off the ground.*
*2. The basic hardware pack won't include a game, but these'll be priced from $99.95.*
*3. LucasArts' wicked Star Wars game is planned to be included in the eleven which are due for release with the console.*
*4. If you want an extra controller, you'll have to shell out $49.95.*
*5. Yes, provided you have a loathing for all things Les.*

*Soon I'll be running for Parliament, leading the Skull's Massed Enemies of Looney Les Party (S.M.E.L.L.), and expect to romp to victory in the nationwide elections.*

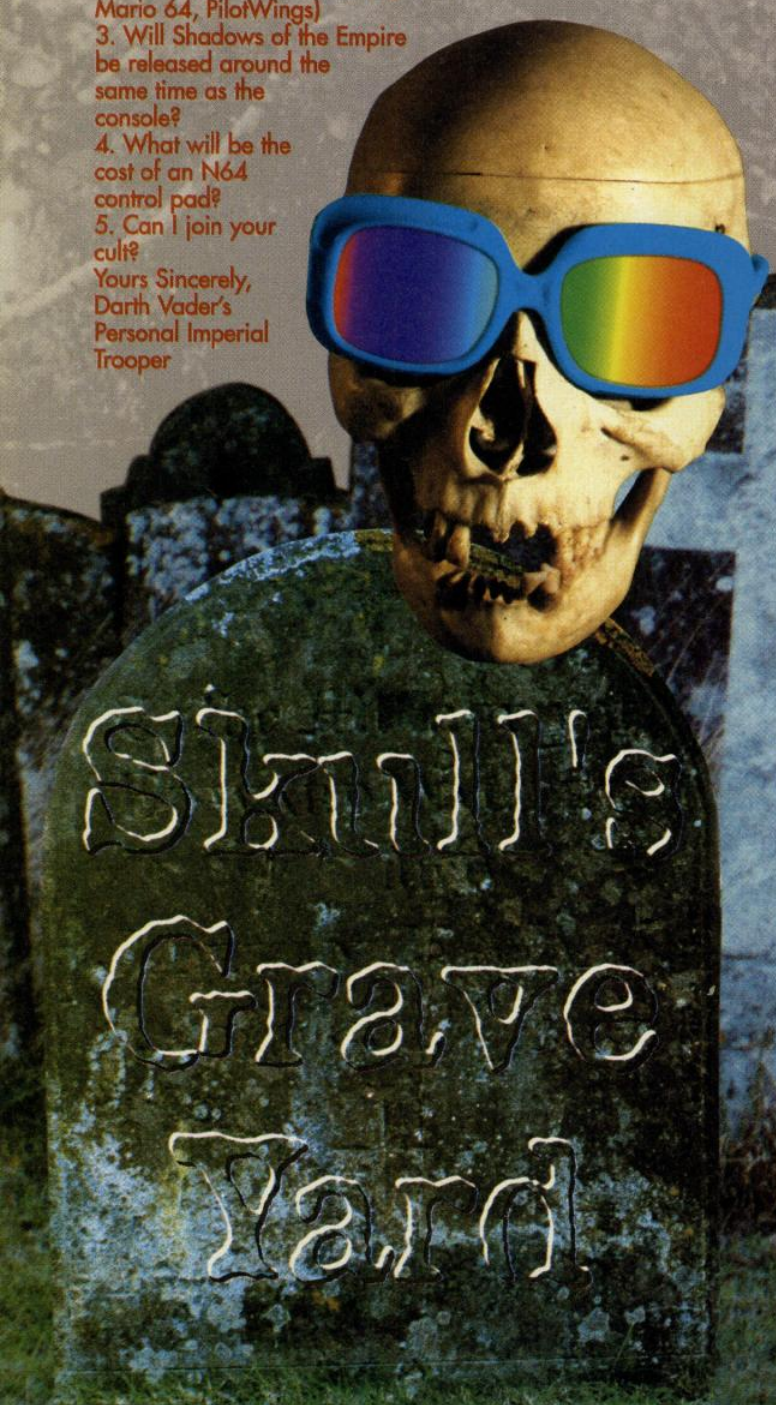
*All the pets are doing fine except for poor Clumpy, who has been suffering from a severe bout of the screamers. I reckon the Mail Man's responsible, and I shall have my revenge, but I'll be certain to wear gloves! Oh yes!!*

To the one they call Skull,
I am just writing a short letter to ask a few questions to put my mind at ease, and won't bore you with sucking up.

1. I am seriously considering purchasing an N64, and am looking at the wonderous game they call Zelda. Do you need the 64DD to play it?
2. What does the 64DD do for you anyway – is it a waste of money?
3. They say the N64 is twice as good as the PlayStation or Saturn. Looking at the graphics of all the machines, there doesn't seem to be much difference. In what ways is it twice as good as the others?
4. Are there going to be any 3D fighting games like Tekken available on the N64? If yes, do you know what they are?

It would be much appreciated if you could answer these questions for me, oh noble one.
From the one they call..

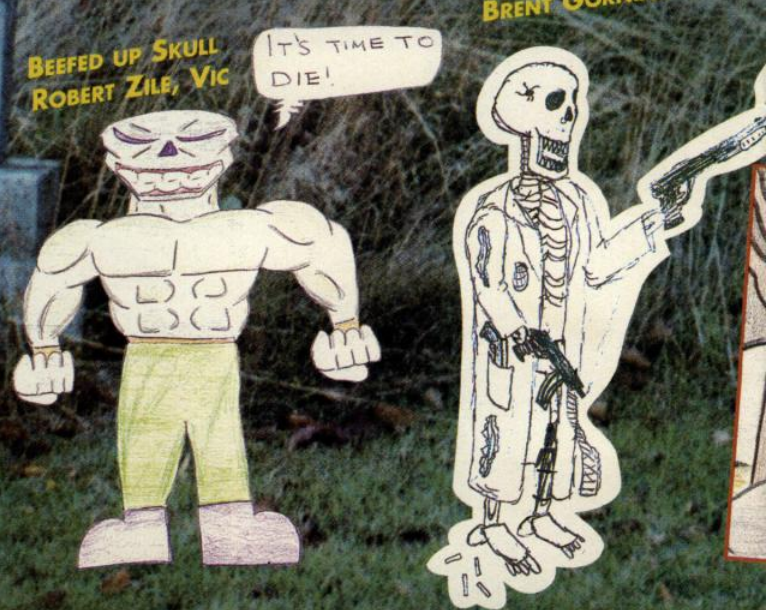
Anonymous



B LINCOLN, NSW

BRENT GORNIAKOWSKI

BEEFED UP SKULL
ROBERT ZILE, VIC



*Oh noble one? Who the hell do think I am – King Arthur?*
*1. From what we've gleaned so far, it looks like you'll need a 64DD to play Zelda 64, and a completed version of the game would be very useful too!*
*2. The 64DD is a special add-on to the N64 console, which will allow you to customise specific games to your liking. Waste of money? I don't think so!*
*3. Even though all the 'Next-Gen' consoles feature 3D graphics, the N64 out-performs the rest in sheer processing power. This means the games are much more responsive on the controller, more graphically detailed and much faster. You'll see what we mean when you actually play it, and remember that the PlayStation and Saturn are both 32-bit machines and Nintendo's new baby is 64-bits, so it literally* ***is*** *twice as powerful!*
*4. Yes! Hudson Soft are developing a brand new 3D fighter called Dual Heroes. Clayfighter 3 is currently on its way from Interplay. Atari are working on a weapons-based beat 'em up called Mace – The Dark Age. Midway are looking to release War Gods on the '64, and with MK Trilogy and Killer Instinct Gold on the way, fighting fans will be spoilt for choice. OK?*

To Skull,
I am the Tooth Fairy and I say that your teeth would be worth at least $1000 a shot. So hurry up and lose some more, and who knows? You might be rich!
The Tooth Fairy
PS - I hate Les and Sonic

*$1000? Pah! I wouldn't get out of bed for anything less than $3500!!*

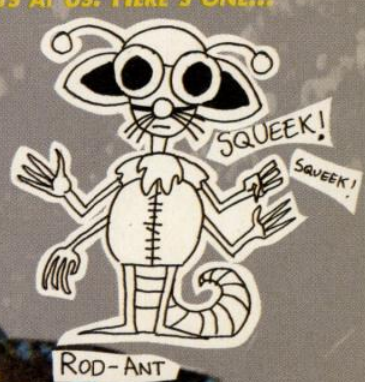
Skull,
I would just like you to answer a few questions:
1. I want the honest truth, what is going to happen to my SNES in two years time, will it die out like the NES?
2. Is Yoshi's Island worth buying?
3. Can you give me your top 5 classic games for the SNES?
4. Do you believe that beings from other worlds do visit us in the form of UFOs?
Thanks for your time,
David 'Freak' Filipelli

*1. I can't see 16-bit gaming dying out if companies like Nintendo, Rare, Ocean, Acclaim and the rest keep bringing out quality games for the console. There's still life in the old SNES yet! That said, of course the new standard is gonna make everything look a tad tired, but the N64 offers such a different look that it's like comparing 2D to 3D, or goats to ants...*
*2. Definitely. I sold Les's back teeth to get a copy.*
*3. Street Fighter II, DKC3, Killer Instinct, Secret of Evermore and MK3.*
*4. You believe what you want to believe, but if I said it was a sack of crap would that make you think any different?*

To the Mighty Lord Skull,
I must know the answers to these questions, oh great one. I might sound like a beggar at first but I'll send you a couple of threats at the end:
1. Is Worms out on the SNES? If so, where can I find it?
2. Will Worms be out on the N64?
3. What's the slowest, most painful way to rip the s@!* out of hedgehogs?
I like Worms because I pretend the enemy is Sonic and I blow the crap out of him.
Print this letter or I will send Sonic a one way pass to an all-expenses paid tropical island, with the best hotels, best climate, the finest cooks and swimming pools, and then I'll become one of Les's new soldiers and destroy you!
Until next time, goodbye,
Colin Marks, Adelaide, S.A

*1. Worms is available now, and you can get it through Roadshow Interactive. Check out their internet site on* ***http.www.village.au*** *to see what other stuff they've got out.*
*2. As far as we know, Worms won't be appearing on the N64.*
*3. I find laser weaponry the most effective, but any ol' spade is just as good.*

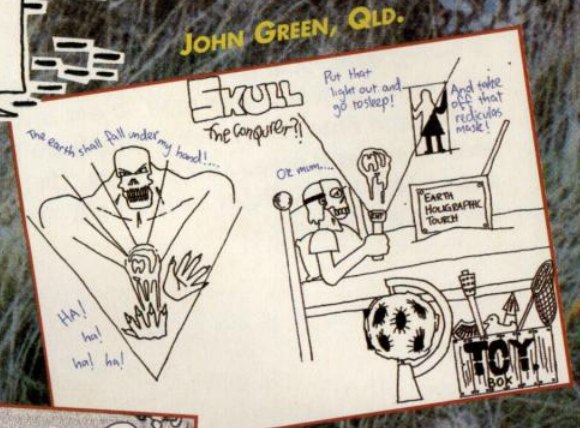
**ANTONNIO, FROM THE AUSSIE ANTHILL HAS THROWN SOME ANTS AT US. HERE'S ONE...**




ROD-ANT

P-ANTS

JOHN GREEN, QLD.



TOM MILTON, KILLER!

ANDREW SPITERI, NSW

YOUSEF ASSAAD, VIC

THE DEATH SHOP BOYS

IT REALLY IS VERY SAD...
SHE WAS LOVELY. SHE HAD BEAUTY, ELEGANCE... EVERYTHING.
I KNOW JAKE, I KNOW, AND WE SHALL ALWAYS REMEMBER HER WITH GREAT AFFECTION.
BUT EVEN A MAHOGANY COFFIN HAS TO BE USED EVENTUALLY!

# Nun the Wiser

NMS,
P.O. BOX 14225,
MELBOURNE,
MC VICTORIA 8001.

*Oh fiddlesticks! I was going to spend de afternoon in quiet contemplation of Tetris, as Oi like t'do every once in a while, but de koindly Abbess has summoned me to see her instead. Some of de other nuns have warned me that she's not too pleased with me, saying that Oi've adopted a vow of violence – ah, she's just a spoilsport!*

*Well, my children, it's de start of another year, to be sure, and the Lord has been kind to us all. Oi look back fondly on so many of de games we've been blessed to receive during the past year or so, it makes me dizzy it does. But for ye all, as ye're special to me, Oi've picked out a couple of the best, and given ye a hush-hush tip for each one. Then Oi must prepare to meet the old witch – I mean our respected Abbess – for a dressing down. It's not easy to drop old habits, you know!*

## GAMEBOY DRAGONHEART

*Oh my Godfathers, or mothers, or somthin'! Dragons and de loike! Oi haven't seen them since the tirteenth century - do ye's tink there are any still around? Sean Canary moight be one! Here are some level codes for ye:*

| | |
|---|---|
| Level 2: | BCDLST |
| Level 3: | DCLTSB |
| Level 4: | LCTBSD |
| Level 5: | CBLSBT |
| Level 6: | TTSCDC |
| Level 7: | SDCDTS |
| Level 8: | BVDVSC |

Check out the next issue for a chance to WIN DragonHeart

## SNES WEAPONLORD

*To change dat vital pre-selection story enter de following code: AYA YBB BYA AAY YBY AAA. Now finish the game on Warlord setting to access de special extended endings. Dese are de codes:*

| | |
|---|---|
| TALAZIA: | BYY AAA BAB YBB BBA YBB |
| ZORN: | AAB YAA YYB BAA AAB YBA |
| BANE: | YYY YYB BBB YAB BYY BAA |
| JEN TAI: | AYA YYA YYA YAA YAB YYA |
| KORR (Bane Head ending): | ABB YAB BYY BYY ABY AYB |
| KORR (Prophecy ending): | AYY AYY YBA ABY AYB AAA |
| ZARAK: | YBY AYY AYB AAB BBA AAY |
| DIVADA: | BAB YYA BAB BAB BYY YVA |

## GAMEBOY KIRBY'S DREAM LAND 2

*Do you want to find the Random Percentage Point? Sure ye do! Well, the Girl blob is the Random Percentage Point. All you have to do is return to a stage and free a helper (Rick, Coo or Kine) and a blob character will appear, roight out of tin air! Most of de time the blob's just a thingy to refill some of your loife, but occasionally it turns out to be a Girl blob. Level 5-3 seems to be de best place to find one. Simply rescue one of your friends, exit the stage, and then come back into it again. If you do dis about ten toimes or so, she should turn up.*

## SNES PRIMAL RAGE

*A lovely, dear, dear game of hyper-violence and wild natures. Not unlike moi! To set Invincibility, Turbo, and Free Play modes, simply go to the main menu and press Left 3 times, then Right twice, Left twice, Right thrice, Left, and Right. Dare ye go now!*

## SNES BREATH OF FIRE II

*Oi thought Oi'd start off with this great RPG, and tell ye's how to solve the wee dilemma of Trout's treasure. As ye already know, it gets thieved by some wicked scoundrel, but you don't discover by who until later on. Swim to Simafort with Jean the Frog, and then look for the villain in the basement. After exposing the imposter prince, return to the basement and talk to the chefs there. By now dey'll be tired of keeping their captive, and they'll be only too pleased to hand her over to you. Take her back to Trout at his house in Hometown – you'll be rewarded in Heaven for your noble deed.*

# Tips & Tactics

# Nintendo® Game Gurus

**Those antidotes to the illness that is Nun; sentinels of sanity in a half-crazed world of tipsters – the Gurus, are here again to save your bacon and toast your breakfast in a frenzy of little yellow notes. If yours is a brain racked by torment, see a specialist or write in to the famous few.**

Dear Gurus,
In Secret of Evermore, how do I defeat Vigor in Nobilia?

You need to use your Horn Spear, so have it up to Level 3, charge it up and hit him in the back.

How do I operate the Spin Dash in Illusion of Time?

Hold A until you start flashing, then press L and R alternately until you spin, then press the direction you need to go in.

In Last Action Hero, how do I get unlimited lives?

Go to the first police car in level one, stand next to the tail light and punch 20 times, when you hear an explosion just hit R to refill your life.

In MK3 on the Game Boy, can I play as Shao Khan?

No! Sorry!

In Shadowgate, how do I get through to the Mirror Room and how do I get over the weak bridge?

You need to use the hammer in the centre mirror to get through the Mirror Room. Use bottle 2 on yourself to cross the weak bridge.

In Illusion of Time, is there any way to replenish Herbs?

No, there are only 11 in the game and once they are used they are gone, so use sparingly.

How do I play as the boss in Clayfighter?

Get to the boss in regular mode, let him defeat you and let the continue time run out. Then go into a 2 player game and he will be available for player 2.

In Link's Awakening, how do I get rid of the Ghost?

You need to take it back to the House By The Bay first, and then to the Gravesite to earn a Seashell.

In Killer Instinct, I go to the Vs screen and when I hold Down and Start a cheat is activated – what is it?

Easy Combo Breakers, just like in the options!

How do you do a Mercy Move in Mortal Kombat 3?

You need to win the first round, lose the second and when told to finish him in the third, hold Run, press Down four times and release Run.

How do I defeat Chill Penguin in MegaMan X?

Stay in the lower left corner and while jumping the ice pellets he shoots, hit him with the Fire Wave. When he slides at you, jump up the walls to avoid him.

In Link's Awakening, how do I get the new sword?

By collecting 20 Seashells.

In Alien 3 on the Game Boy, how do I get the Blowtorch?

In area 3, you need to go to the junk-heap and look on the left hand side of it.

How do I defeat the big stone man in Volcania in Rad Gravity?

Toss bombs at his feet to make him move forward and then jump over him. Then stand on the left of the lava flow, jump up and release your Teleport Beacon. When it passes over to the other side press B.


**1902 - 241 001**

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**7 days a week, midday to 9 p.m.**

I.T.M. call rate 75¢ per minute.
A higher rate applies to mobile and public phones.

# Just For Fun

## The Answers:

*Couldn't hack it huh? Don't lose heart though. Sure some were dead easy, but we'd stuck a few nasties in there to keep you guessing, so you're probably not the only one! Go on, turn the page, do yerself a favour...*

## Quickfire Kwestions

| | | | |
|---|---|---|---|
| 1. | B | 11. | A |
| 2. | B | 12. | C |
| 3. | A | 13. | B |
| 4. | C | 14. | B |
| 5. | C | 15. | C |
| 6. | C | 16. | B |
| 7. | B | 17. | A |
| 8. | A | 18. | C |
| 9. | A | 19. | C |
| 10. | C | 20. | B |

Quickfire Answers

## NAME THAT ANT!

ELEPH ANT
PL ANT
BUOY ANT

## CROSSWORDS

## And the differences are...

### Wadda yu know!

*Let us know what you think of this little holiday diversion and maybe we'll do it again. Thanks for those of you who've sent in puzzles and crosswords of your own. If you've got any you want to let us have a snoop at, we might well include 'em in the future. The address is:*

**JUST FOR FUN**
**NMS, PO Box 14225,**
**Melbourne, MC Victoria, 8001**
**email:**
**catalyst@popmail.dircon.co.uk**

# Tips & Tactics

## Nun the Wiser

*To coax the Nun out of her bin you only have to ask. Send us your tips or tip requests and we'll stuff 'em in her sacking. Go on, get into a habit.*

*Tips & Tactics, NMS, PO Box 14225, Melbourne, MC Victoria, 8001*

*email: catalyst@popmail.dircon.co.uk*

## SUPER NES

### SUPER MARIO WORLD 2, YOSHI'S ISLAND

**Bonus Round**
To go directly to the Bonus Round, hold Down, Select and Down then Press X, X, Y, B, A.

**Infinite lives:**
On level 4-1 there are several tubes. Kill any of the Piranha Plants that you find and then get a turkey-turtle shell and let it go between two pipes while the bad guys are jumping out of one tunnel. You will be getting lives!
**Ken Fenn, Lockwood, Vic.**

### DONKEY KONG COUNTRY 2

**No DK Barrels in any stage:**
Where it says Player 1 go to the bottom and keep pressing Down. Then go to cheat mode and type in B, A, RIGHT, RIGHT, A, LEFT, A, X

## GAME BOY

### STREET FIGHTER

**Chun Li Special Move:**
Roll left, up, right and then press A. Chun Li will bounce off the wall.
**James Sherriff, Minlaton, SA.**

### WARIO LAND

At any stage, press Start and then Select 16 times, and a little box will flash on your lives, now hold B and press Up to increase your lives. Repeat this to change your hearts, coins and time.
**Ashlee Mcintyre, Mandurah, WA.**

# Dealer Directory

## THE SPECIALIST DEALER SOURCE FOR EVERYTHING NINTENDO - STATE BY STATE

## DEALERS -

### MELBOURNE, VIC.
**VIDEO GAMES HEAVEN**
Broadmeadows (Phone: 9309 6300)
Frankston (Phone: 9783 9898)
Northland (Phone: 9471 1551)
Chadstone (Phone: 9564 7400)
Chirnside (Phone: 9727 2219)
Greensborough (Phone: 9432 0700)
Parkmore (Phone: 9769 1255)
Highpoint (Phone: 9317 3300)
Knox (Phone: 9887 1874)
Wodonga (Phone: 060 563 133)

### DANDENONG, VIC.
**CAPITAL GAMES**
Shop 2, 54 McCrae St, Dandenong, Vic 3175. (Phone: 03 9794 0900).

### PENSHURST, NSW.
**THE GAMESMEN**
491 Forest Rd, Penshurst, NSW 2222. (Phone: 02 580 9888).

### GAWLER, SA.
**GAME CITY**
104 Murray St, Gawler, SA 5118. (Phone: 085 222 181).

### BOX HILL, VIC.
**GAMEXPRESS**
908 Whitehorse Rd, Box Hill, Vic 3128. (Phone: 03 9898 1438).

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# SWAP & SELL

## ACT

| DETAILS | WANTS | WILL SWAP/SELL |
|---|---|---|
| ALEX LUKOMSKY<br>53 Kinkead St, Evatt, Canberra, ACT<br>2617. Tel: 06 2583038 | U Mortal Kombat 3 (SNES)<br>Zelda III (SNES)<br>Super Mario All Stars (SNES) | Donkey Kong Land (GB) Swap<br>MegaMan (Game Boy) Swap<br>Metroid II (Game Boy) Swap |
| STEPHEN JAMES<br>3 Oats Place, Kambah, ACT 2902<br>Tel: 06 2310895 | | Super Street Fighter II (SNES) $50<br>Mortal Kombat (SNES) $20 |

## NEW SOUTH WALES

| | | |
|---|---|---|
| DAVID GAUDIOSI<br>43 Blackwall Point Rd, Chiswick, Sydney<br>NSW 2046. Tel: 712 2129 | Theme Park (SNES)<br>Rock 'n' Roll Racing (SNES) | Super Metroid (SNES)<br>PilotWings (SNES)<br>Unirally (SNES) |
| EVAN BYRNE<br>"Tharoona", Quia Rd, Gunnedah, NSW<br>2380. Tel: 067 423859 | Battletoads (Game Boy)<br>Worms (Game Boy)<br>Super Mario Land 2 (Game Boy) | Street Fighter 2 (Game Boy) Swap<br>Donkey Kong Land (GB) Swap |
| DALE COLLINS<br>31 Lansdowne St, Parramatta, NSW<br>2150. Tel: 0414 775 784 | Super Empire Strikes Back (SNES)<br>Super Return of the Jedi (SNES)<br>Mortal Kombat 3 (SNES) | Mechwarrior (SNES)<br>Clayfighter (SNES)<br>Earthworm Jim (SNES) |
| CHRIS COLVIN<br>28 Gudagai Rd, Cootamundra, NSW<br>2590. Tel: 069 424417 | Secret of Mana (SNES) | Fatal Fury Special (SNES) |
| JOELO MARSH<br>24 Christina Pl, Kareela, NSW 2234<br>Tel: 02 5287704 | FIFA Soccer (SNES)<br>Donkey Kong Country (SNES)<br>NBA Live '96 (SNES)<br>NHL '96 (SNES) | Sim City (SNES) Swap<br>SNES Hand Controller Swap |
| JACOB MEES<br>43 Hay St, Lawson, NSW 2783<br>Tel: 047 592949 | Super Star Wars (SNES)<br>Super Empire Strikes Back (SNES)<br>Super Return of the Jedi (SNES) | Will buy any of these |
| NICHOLAS CHASE<br>48 Murray St, Wentworth, NSW 2648<br>Tel: 050 273 185 | Rock 'n' Roll Racing (SNES)<br>Doom (SNES)<br>Mortal Kombat 3 (SNES)<br>Super Punch Out (SNES) | Spiderman X Man (SNES)<br>Desert Strike (SNES)<br>Mortal Kombat (SNES)<br>Super Scope 6 (SNES H/ware) |
| NABELY MUHAMMAD-HUSSEIN<br>11/29 Mascot Drv, Eastlakes, NSW 2018<br>Tel: 02 662 3610 | Killer Instinct (SNES)<br>Kirby's Dream Land 2 (Game Boy)<br>Stunt Race FX (SNES)<br>Street Fighter 2 Turbo (SNES/GB)<br>Donkey Kong Country (SNES)<br>Yoshi's Island (SNES)<br>Doom (SNES)<br>NBA Jam TE (SNES)<br>WWF Wrestlemania (SNES)<br>Micro Machines 2 (SNES)<br>Worms (SNES)<br>Separation Anxiety (SNES)<br>Earthworm Jim 2 (SNES)<br>CutThroat Island (SNES)<br>Batman Forever (SNES)<br>Wario Land (Game Boy) | Donkey Kong Country 2 (SNES)<br>MegaMan (Game Boy)<br>Nigel Mansell (Game Boy)<br>Duck Tales 2 (Game Boy)<br>Donkey Kong Land (Game Boy)<br>Kirby's Dream Land (Game Boy)<br>Jungle Book (SNES)<br>Mickey Mania (SNES)<br>Nigel Mansell (SNES)<br>Mr Nutz (Game Boy)<br>Starwing (SNES) |
| JACOB SMITH<br>31 Owen Ave, Wyong, NSW 2259<br>Tel: 043 531422 | Primal Rage (SNES)<br>Mario is Missing (SNES)<br>Yoshi's Island (SNES)<br>Unirally (SNES)<br>Gulf War (SNES) | Donkey Kong Country (SNES)<br>Donkey Kong Country 2 (SNES)<br>Nigel Mansell World Champ (SNES)<br>Super Mario All Stars (SNES) |
| JUSTIN RAYMOND<br>57 David Rd, Castle Hill, NSW 2154<br>Tel: 651 1448 | | Double Dragon (Game Boy) $15<br>Tetris (Game Boy) $15 |
| JAMES THAI<br>217 Sydenham Rd, Marrickville, NSW<br>2204. Tel: 02 560 9973 | Mortal Kombat 3<br>Jungle Strike<br>Rock 'n' Roll Racing<br>Final Fantasy 3<br>Super Metroid | NBA Jam TE<br>Vortex<br>Super Probotector |
| ROBERT HORTON<br>9/187 West St, Crows Nest, NSW 2065<br>Tel: 02 9954 5449 | Bart vs Space Mutants (SNES)<br>Virtual Bart (SNES)<br>Super Mario Kart (SNES) | Super International Cricket (SNES) $55/Swap<br>Super Tennis (SNES) Swap |
| AARON OSBORNE<br>Lot 2/6, Phar Lap Ave, Kembla Grange,<br>NSW 2506. Tel: 042 725344 | Donkey Kong Country (SNES) | Aero the Acrobat (SNES) |
| ADRIAN ROW<br>6 O'Rourke Ave, Cooma, NSW 2630<br>Tel: 064 525384 | Super Metroid 3 (SNES)<br>Primal Rage (SNES) | Killer Instinct (SNES) |

## NORTHERN TERRITORIES

| | | |
|---|---|---|
| GEORGE VAZANELLIS<br>17 Hibernia Cres, Brinkin, Darwin, NT<br>0810. Tel: 89275757 | Breath of Fire II (SNES)<br>Syndicate (SNES)<br>Cannon Fodder (SNES) | The Legend of Zelda (SNES)<br>Donkey Kong Counrty 2 (SNES)<br>Doom (SNES) |
| CHRISTOPHER SHIGROV<br>4/2 Timpson Court, Gray, Palmerston,<br>NT 0830. Tel: 08 8932 6341 | Donkey Kong Country 2 (SNES) | Super Strike Eagle (SNES) |

## QUEENSLAND

| | | |
|---|---|---|
| CHRIS KAWANA<br>5 Harbour Rd, Mourilyan, Qld 4858<br>Tel: 070 632497 | Killer Instinct 2 (SNES) | Mortal Kombat 3 (SNES) |
| ROSS FLEWELL-SMITH<br>189 Schrodter Rd, Wamuran, Qld 4512<br>Tel: 074 966 712 | All are boxed with instructions except Solar Striker | Donkey Kong Land (GB) $40<br>Link's Awakening (GB) $30<br>Donkey Kong (Game Boy) $30<br>Kirby's Dream Land (GB) $20<br>Solar Striker (Game Boy) $15<br>Donkey Kong Country 2 (SNES) $75<br>Doom (SNES) $75 |
| ADRIAN REDFERN<br>39 Beerwah Pde, Beerwah, Qld 4519<br>Tel: 074 940 712 | | Super Mario Land (GB) $15<br>Fortress of Fear (GB) $15<br>Golf (Game Boy) $15<br>Hook (Game Boy) $15<br>Ghostbusters II (Game Boy) $15<br>Quarterback Club (Game Boy) $15<br>Wario Land (Game Boy) $15<br>Probotector (Game Boy) $15<br>Zelda (Game Boy) $15 |
| TIM MARCUS<br>55 Bagnall St, Ellengrove, Qld 4077<br>Tel: 07 3372 3065 | Donkey Kong Country (SNES)<br>Earthworm Jim 2 (SNES)<br>Super Mario Kart (SNES)<br>Donkey Kong Land (Game Boy) | The Mask (SNES)<br>Super International Cricket (SNES)<br>Super Soccer (SNES)<br>NBA Jam (Game Boy)<br>All games with instructions |
| PETER WILLIS<br>PO Box 41, Mutchilba, Qld 4872<br>Tel: 070 931252 | Donkey Kong Country 2 (SNES)<br>Killer Instinct (SNES)<br>Mortal Kombat II (SNES)<br>Mortal Kombat 3 (SNES)<br>NBA Jam (SNES) | Starwing (SNES)<br>Lethal Weapon (SNES) |
| ANDREW BURNS<br>9 Larool Ave, Bribie Island, Qld 4507<br>Tel: 07 3408 7527 | FIFA '96<br>Zelda: Link's Awakening (Game Boy)<br>Secret of Mana (SNES) | Super Street Fighter II (SNES)<br>World Soccer (Game Boy)<br>Super Mario Land (Game Boy) |
| BEN MACKEAN<br>31 Byambee St, Kenmore, Qld 4089<br>Tel: 07 3378 5254 | Earthworm Jim 2 (SNES)<br>Secret of Mana (SNES)<br>Super Return of the Jedi (SNES) | Donkey Kong Country 2 (SNES) Swap<br>Mortal Kombat 3 (SNES) Swap<br>Zelda 3: Link to the Past (SNES) Swap |

## SOUTH AUSTRALIA

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| AARON CHRISTIAN<br>7A Ash Ave, Belair, SA 5052<br>Tel: 08 2784930 | Donkey Kong Country (SNES)<br>Bubsy the Bobcat (SNES)<br>Kirby's Ghost Trap (SNES) | Daffy Duck – The Marvin Missions (SNES) |
| MICHAEL SALKANOVIC<br>Unit 5, 1 George St, Clarence Park, SA<br>5034. Tel: 274 1091 | Mortal Kombat II (SNES)<br>Mortal Kombat 3 (SNES)<br>FIFA International Soccer (SNES) | NBA Jam (SNES) + instructions<br>Donkey Kong Country (SNES) + inst.<br>Starwing (SNES) + instructions |
| ARB COOK<br>12 Cunningham St, Morphett Vale, SA<br>5162. Tel: 3848073 | Any Game Boy games or Game Boy equipment | |
| TIMOTHY VAUGHTON<br>Unit 1, 113 Cliff St, Glen Gowrie, SA<br>5044 Tel: 3763023 | Big Hurt Baseball (SNES)<br>Any other baseball game | Super Strike Eagle (SNES) Swap<br>Kid Klown in Crazy Chase (SNES) Swap |

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| LISA MCKERLIE<br>PO Box 211, Wilmington, SA 5485<br>Tel: 086 675200 | Donkey Kong Country 2 (SNES)<br>NBA Jam TE (SNES) | Prince of Persia (SNES)<br>Super Smash TV (SNES)<br>Bubsy the Bobcat (SNES) |
| MATTHEW HEWITSON<br>14 Gateacre Brow, Onkaparinga Hills,<br>SA 5162. Tel: 3250699 | Zelda 3 (SNES)<br>Killer Instinct (SNES)<br>Rock 'n' Roll Racing (SNES) | Mortal Kombat (SNES) $35<br>SN Pro Pad (SNES H/ware) $15<br>All buyers in Adelaide please |
| ANDREW DAWSON<br>11 Serenade Cres, Aberfoyle Pk, SA<br>5159. Tel: 08 370 7401 | Super Street Fighter II (SNES)<br>PilotWings (SNES)<br>Super Star Wars (SNES) | Cool Spot (SNES)<br>Wing Commander (SNES)<br>Plok (SNES) |

## TASMANIA

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| PETER BLOXHAM<br>556 Umfreuilles Rd, Kaoota, Tas 7150<br>Tel: 002 39626 | Yoshi's Island (SNES)<br>Donkey Kong Country 2 (SNES)<br>Killer Instinct 2 (SNES) | Killer Instinct (SNES) Swap or $80 |
| CAMERON FLACK<br>80 Pakenham St, Longford, Tas 7301<br>Tel: 911129 | Mortal Kombat 2 (SNES)<br>Super Mario All Stars (SNES)<br>Weaponlord (SNES)<br>Super Game Boy (SNES/GB Hardware)<br>PGA Tour '96 (SNES)<br>Worms (SNES)<br>CutThroat Island (SNES)<br>Alien (SNES)<br>Aliens (SNES)<br>Alien 3 (SNES)<br>Super Mario Bros. 3 (NES)<br>Donkey Kong Country 3 (SNES)<br>Doom (SNES)<br>Primal Rage (Game Boy)<br>Primal Rage (SNES)<br>Super Mario Kart (SNES)<br>Jurassic Park (SNES)<br>Addams Family (SNES) | |
| JESSE LEWIS<br>77 Poplar Pde, Youngtown, Launceston,<br>Tas 7249. Tel: 003 443032 | Star Trek: The Next Generation (GB)<br>Star Trek Generations: Beyond the Nexus (GB)<br>Legend of Zelda III (Game Boy) | Kirby's Dream Land (Game Boy)<br>MegaMan (Game Boy)<br>Links Awakening (Game Boy) |
| NICK ROSENTHAL<br>28 Montrose Rd, Hobart, Tas 7010<br>Tel: 002 733935 | WWF Royal Rumble (SNES) | Super Tennis (SNES)<br>(with code) |
| ADEN GREGORY<br>99 Forest Hill Rd, Sandford, Tas 7020<br>Tel: 489468 | Mortal Kombat 2 (SNES)<br>Yoshi's Island (SNES) | Burai Fighter (NES)<br>Kung Fu (NES)<br>Turtles (NES) F-15 (NES)<br>Mortal Kombat (SNES) |

## VICTORIA

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| AARON MARKS<br>38 Quigley Cres, Churchill, Vic 3842<br>Tel: 051 222223 | | Star Wars (NES)<br>Rad Racer (NES)<br>Castlevania (NES) |
| JAMES SEARLE<br>45 Andrews St, Eltham, Vic 3095<br>Tel: 03 9439 4812 | Mortal Kombat (SNES)<br>Mortal Kombat II (SNES)<br>Mortal Kombat 3 (SNES)<br>Donkey Kong Country 2 (SNES)<br>Toy Story (SNES) | Bubsy the Bobcat (SNES)<br>Jurassic Park (SNES) |
| AMANDA ANDREWS<br>10 Hillside Crt, Bell Park, Geelong, Vic<br>3215. Tel: 052 785547 | | Super Pinball (SNES) Sell |
| STEVEN AUSTIN<br>11 Crofton Crt, Hoppers Crossing, Vic<br>3029. | Zelda (SNES)<br>Zelda II (SNES)<br>Zelda III (SNES)<br>Donkey Kong Country (SNES)<br>Donkey Kong Country 2 (SNES)<br>Yoshi's Island (SNES)<br>Mortal Kombat (SNES)<br>Mortal Kombat II (SNES) | RoboWarrior (NES)<br>Link (NES)<br>Jacky Chan (NES)<br>Super Mario Bros. (NES)<br>Arctic Adventure (NES)<br>Crash Dummies (SNES)<br>Starwing (SNES)<br>Super Mario All Stars (SNES)<br>Aero the Acrobat (SNES)<br>Street Fighter II Turbo (SNES) |
| JOSHUA JOLLY<br>PO Box 61, Patchewollock, Vic 3491<br>Tel: 841296 (between 5 and 6pm) | NBA Jam (Game Boy)<br>Gargoyle's Quest (Game Boy)<br>WWF Raw (Game Boy) | Kirby's Dream Land (GB) $30<br>Top Ranking Tennis (GB) $35 |
| BRAIN BLAIR<br>27 Edols St, Nth Geelong, Vic 3215 | Unirally (SNES)<br>Super Mario Kart (SNES)<br>Super Game Boy (SNES/GB Hardware)<br>Dirt Trax FX (SNES)<br>Super Ghouls 'n' Ghosts (SNES) | Yoshi's Island (SNES) Swap |
| JUSTIN MAYNE<br>149 Walnut Ave, Mildura, Vic 3500<br>Tel: 050 233396 | Action Replay (Boxed + manual)<br>Secret of Mana (Boxed + manual)<br>Zelda III (Boxed + manual) | Donkey Kong Country (SNES) $60<br>TMNT Tournament Fighters (SNES)<br>Home Alone 2 (SNES)<br>All boxed + manuals |
| MARK GLYNN<br>10 Ellindale Close, Vic<br>Tel: 97997076 | Maximum Carnage (SNES)<br>Super Street Fighter II (SNES)<br>Street Racer (SNES)<br>Stunt Race FX (SNES) | Primal Rage (SNES) Swap |
| MICHAEL WOOLLEY<br>66 Fairway Grove, Rosebud, Vic 3939<br>Tel: 059 863114 | Lemmings 2: Tribes (SNES) | Nigel Mansell (SNES) Swap<br>Full Throttle (SNES) Swap |
| BORIS BEYGEL<br>25 Leonard St, Moorabbin, Vic 3189<br>Tel: 03 9532 25 90 | FIFA Soccer '95 or '96 (SNES)<br>Syndicate (SNES)<br>Dirt Trax FX (SNES)<br>Mortal Kombat 3 (SNES)<br>Killer Instinct (SNES)<br>Primal Rage (SNES)<br>Judge Dredd (SNES)<br>Mechwarrior 3050 (SNES)<br>WWF Raw (SNES)<br>Batman Forever (SNES)<br>PilotWings (SNES)<br>Rock 'n' Roll Racing (SNES)<br>NBA Jam TE (SNES) | Stunt Race FX (SNES)<br>FIFA Soccer (SNES)<br>F-Zero (SNES)<br>Super Mario All Stars (SNES)<br>Super Mario World (SNES) |
| MICHAEL TSANTEFSKIS<br>3 Blamey Ave, Mill Park, Vic 3082<br>Tel: 9436 7454 | MegaMan X2 (SNES)<br>Metroid (NES) | Battletoads (SNES) Swap<br>Super Mario Bros. (NES) Swap<br>Bart vs The World (NES) Swap |
| BRENDAN GREEN<br>48 Dalpura Circuit, Frankston Nth, Vic<br>3199. Tel: 9776 6616 | Secret of Evermore (SNES) | Killer Instinct (SNES) Swap |
| GLEN POLAK<br>246 Emarld Monbulk Rd, Monbulk, Vic<br>3793. Tel: 9756 6920 | Breath of Fire 2 (SNES)<br>Secret of Mana 2 (SNES)<br>Secret of Evermore (SNES) | ChronoTrigger (SNES) |

## WESTERN AUSTRALIA

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| MILES JACOB<br>76 Gordon St, Northam, WA 6401<br>Tel: 096 225357 | Super Mario Kart (SNES)<br>Rock 'n' Roll Racing (SNES)<br>NBA Jam (SNES) | Parodius (SNES) |
| DAMON NGUYEN<br>10 Fawk Cnr, Ballajura, Perth, WA 6066<br>Tel: 249 9645 | Donkey Kong Country 2 (SNES)<br>Killer Instinct (SNES)<br>ChronoTrigger (SNES) | Super Mario Kart (SNES)<br>Jurassic Park (SNES)<br>Blazing Skies (SNES)<br>Jungle Book (SNES)<br>Super Mario All Stars (SNES)<br>Bubsy the Bobcat (SNES)<br>Zelda: A Link to the Past (SNES) |
| RAYMOND SHEHAN<br>5 Kensington St, Bellevue, WA 6056<br>Tel: 09 2941206 | Doom (SNES)<br>Donkey Kong Country 2 (SNES)<br>Super Mario Kart (SNES) | Killer Instinct (SNES) |
| AIDEN SLOAN<br>16 Morrison Way, Willetton, Perth, WA<br>6155. Tel: 09 45776168 | | Killer Instinct (SNES)<br>Primal Rage (SNES)<br>FIFA Soccer '96 (SNES) |
| DIRK ZARB COUSIN<br>23 Dilkera Pl, Quinns Rocks, WA 6030<br>Tel: 3058441 | Yoshi's Island (SNES)<br>Tetris (Game Boy) | Zelda: A Link to the Past (SNES)<br>Micro Machines 2 (Game Boy) |
| MATTHEW DUNLOP<br>3 Wickham Way, Clifton Park, WA 6233<br>Tel: 097 253008 | Super Mario World (SNES) | Super Mario Land 2 (GB) Swap |
| CLAYTON WALSH<br>92 Bridgewater Drv, Kallaroo, WA 6025<br>Tel: 09 401 2131 | Doom (SNES) | Nigel Mansell (SNES) |
| DANIEL LEMMON<br>157 Herbert St, Doubleview, WA 6018<br>Tel: 4465657 (after 5pm weekdays) | NHL '96 (SNES)<br>Mechwarrior 3050 (SNES)<br>Doom (SNES)<br>Yoshi's Island (SNES) | Final Fight (SNES)<br>Another World (SNES)<br>Mortal Kombat II (SNES) |
| BEN PEARCE<br>27 Alvan St, Mt Lawley, WA 6050<br>Tel: 09 2712385 | Donkey Kong Country 2 (SNES) | Yoshi's Island (SNES) |
| DYLAN JUSTUS<br>12 Olympian Way, Esperance, WA 6450<br>Tel: 711831 | MegaMan X (SNES)<br>Yoshi's Island (SNES)<br>Any other SNES game | Killer Instinct (Game Boy)<br>Alien 3 (Game Boy)<br>Godzilla (Game Boy) |
| CHRIS GARRATT<br>67 Lynch St, Corrigan, WA 6375<br>Tel: 098 891146 (weekdays)<br>096 632279 (weekends) | Rock 'n' Roll Racing (SNES)<br>Super Swiv (SNES)<br>Battletoads in Battlemaniacs (SNES)<br>Syndicate (SNES)<br>Mechwarrior (SNES)<br>Alien 3 (SNES) | Clayfighter 2 (SNES)<br>Ren & Stimpy Time Warp (SNES)<br>R-Type (SNES)<br>Donkey Kong Country (SNES) |
| TRAVIS BEATON<br>Walsh Rd, Gnowangerup, WA 6335<br>Tel: 098 271 225 | Unirally (SNES) US version<br>US Converter | Mortal Kombat 3<br>Doom |
| BENJAMIN BAKER<br>12 Hallam Rd, Kojonup, WA 6395<br>Tel: 098 311597 | Killer Instinct (SNES)<br>NBA Jam (SNES)<br>CutThroat Island (SNES) | Donkey Kong Country (SNES)<br>Super Mario World (SNES)<br>Soccer (Game Boy) |
| JAMES SCOTT<br>PO Box 94, Cervantes, WA 6511<br>Tel: 096 527303 | Legend of Zelda (NES)<br>Jimmy Connors Tennis (NES)<br>Super Mario Bros. 2 (NES) | Ironsword (NES)<br>Silent Service (NES)<br>Probotector (NES) |
| IVAN ABRELL<br>251 6th Street, Wonthella, Geraldton,<br>WA 6530. Tel: 099 215167 | Super Mario Bros. 3 (NES)<br>Bugs Bunny's Birthday Blowout (NES)<br>GI Joe (NES) | Super Mario Bros. 2 (NES) Sell<br>Super Mario Bros. (NES) Sell<br>Skate or Die (NES) Sell |

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| SIMON MURRAY<br>4 Andrew St, Cave, Sth Canterbury,<br>Sth Island, NZ. Tel: 03 6143931 | Mortal Kombat 1, 2 or 3(NES)<br>Street Fighter 1, 2, or 3 (NES)<br>Rad Racer (NES) | Hogan's Alley (NES)<br>Swords and Serpents (NES)<br>Total Recall (NES) |
| SCOTT DIXON<br>38 Wilson St, Islington, Christchurch, NZ<br>Tel: 03 3496465 | Syndicate (SNES) | Starwing (SNES)<br>F-Zero (SNES)<br>UN Squadron (SNES)<br>Zelda III – A Link to the Past (SNES)<br>2 SNES Control Pads |

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# BACK ISSUES

**ISSUE 36: March**
**SNES:** Spawn, DKC2, Primal Rage, Micro Machines 2, True Lies, Earthworm Jim 2, MegaMan 7, WWF, Hungry Dinosaurs, Frank Thomas Big Hurt Baseball, Foreman For Real. **GAME BOY:** Mickey Mouse V, Micro Machines 2.

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**ISSUE 38: MaY**
**SNES:** NHL '96, Breath of Fire II, Final Fight 3, Weaponlord, Yoshi's Island, TinTin in Tibet, Doom. **GAME BOY:** Return of the Jedi, Tetris Blast. **ARCADE:** Killer Instinct 2. **N64:** PilotWings 64, Zelda 64, Super Mario Kart R, Wave Race, 64, Body Harvest, Shadows of the Empire, Buggie Boogie, StarFox 64, Kirby Bowl 64.

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**ISSUE 40: July**
**SPORTS SPECIAL**
**SNES:** Ken Griffey Jr, Foreman For Real, NHL '96, Olympic Games, 90 Minutes Soccer, PGA '96, Super International Cricket. **GAME BOY:** Olympic Games, PGA '96, NHL '96. **N64:** Wayne Gretzky's 3D Hockey, Turok, Wave Race 64.

**ISSUE 41: August**
**SNES:** Wild Guns, NinjaWarriors, Prehistorik Man, Breath of Fire 2, War 2410, Mohawk & Headphone Jack, Yoshi's Island, Killer Instinct, Doom. **N64:** Killer Instinct 64, Cruis'n USA, Doom 64, Mission: Impossible.

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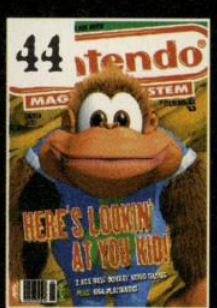
**ISSUE 43: October**
**RPG SPECIAL**
**SNES:** Super Mario RPG, Pinocchio, Secret of Evermore.
**GAME BOY:** Dragonheart, Pinocchio, Zelda - A Link To The Past.




**ISSUE 44: November**
**SNES:** Donkey Kong Country 3, Kirby's Fun Pak, Power Piggs of the Dark Age, Wario's Woods, Mortal Kombat 3.
**GAME BOY:** Donkey Kong Land 2.
**N64:** Turok: Dinosaur Hunter, Super Mario 64, PilotWings 64.

**ISSUE 45: December**
**SNES:** Prince of Persia 2, Donald in Maui Mallard, Toy Story.
**GAME BOY:** Wave Race, Kirby's Block Ball, Tetris Attack, Baseball
**N64:** Super Mario 64, Wave Race 64.

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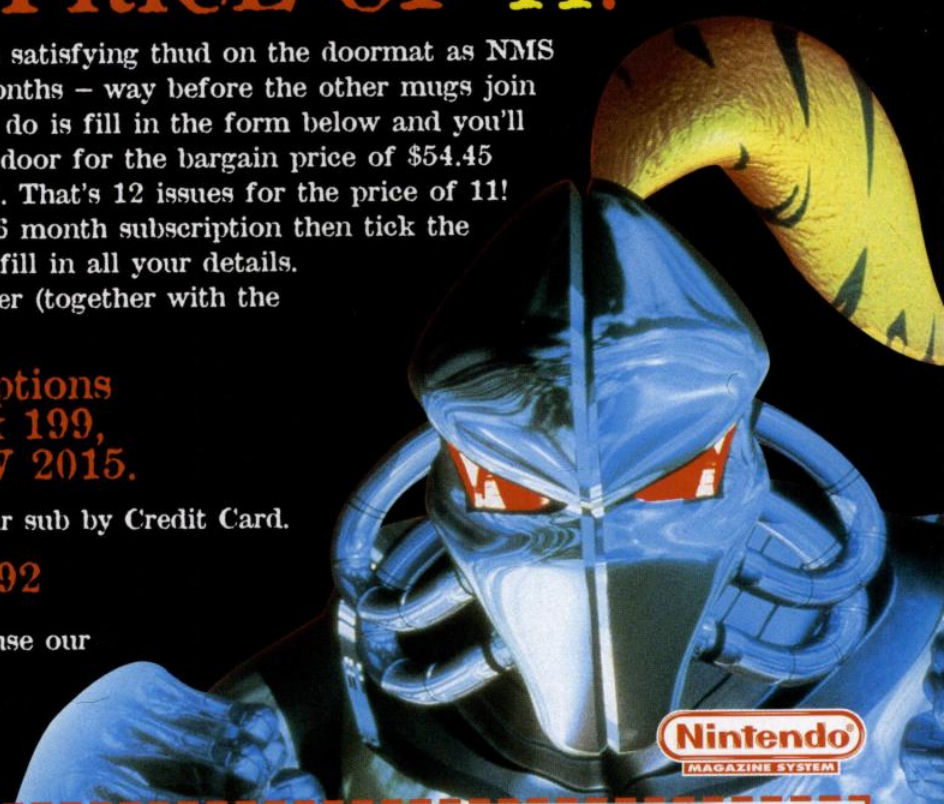


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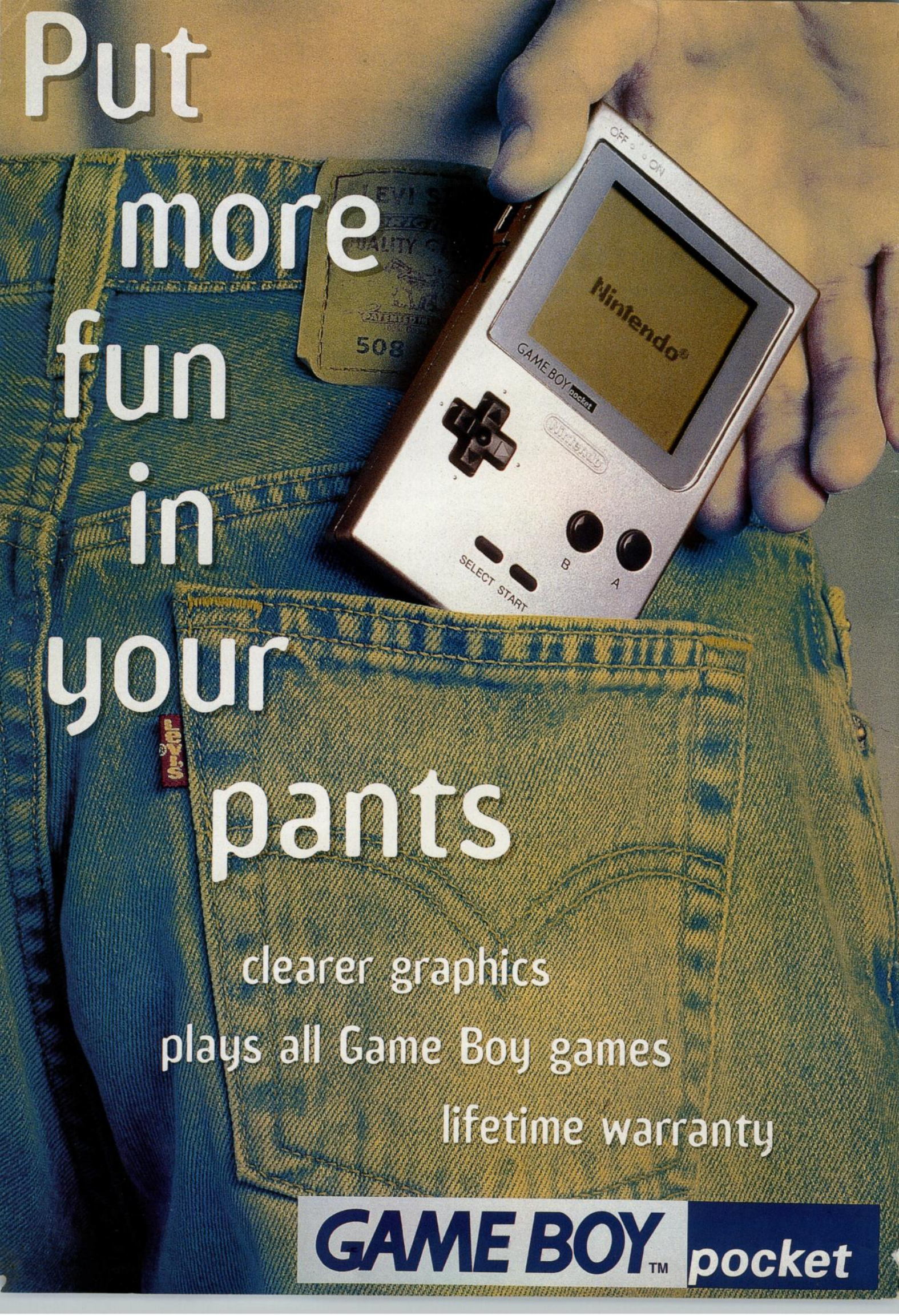
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